

# BELAYER ROLE and POLICIES

For Round 1 at Extreme Edge and Round 3 at Vertical Adventures

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## Volunteer Belayer Role Outline

### Key Responsibilities

- Complete the **Volunteer Survey** as soon as possible.
- Belay in **1-hour shifts**:
  - Most volunteers will belay a single top-rope climb.
  - Some will belay two higher-graded climbs (less frequently climbed).
  - A few will monitor auto-belayed climbs.
- Act as judges for assigned climbs during your shift.
- Serve as relief belayers when needed.

### Post-Qualifying Round Tasks

- Volunteers and adult climbers should help remove climb markers and tags.
  - **Bring your gear**: harness, climbing shoes, and a cordless drill (if available).

### Other Roles

- Volunteers unable to belay may also assist at the **gear-hire desk**.

# Extreme Edge Belaying Policy

Round 1: April 6, 2025

## General Requirements for All Belayers

1. Must have:
  - Completed and passed the **Extreme Edge Belaying Course**,
  - Belayed at Extreme Edge **within the last 3 months**,
  - Completed the **Event-Specific [BELAYER'S Waiver](#)**
    - i. *Different from the regular waiver*
    - ii. *Must be completed even if you have climbed/belayed there before*
2. Must be **16 years or older**.
  - Senior climbers can belay for the junior round.

## Belay Training Options

### 1. Full Belaying Course

- **Who should take this course?**
  - Beginners (never belayed before).
  - Those not assessed by Extreme Edge (approved at another gym but not EE).
  - Anyone needing a refresher.
- **Details:**
  - **Free** 30-minute course, offered hourly at Extreme Edge.
  - No booking required.
  - Bring a climber with you for the course.
  - **Important:** This course **cannot be completed on competition day** and must be done beforehand.

### 2. Short Form Assessment

- **Who should take this assessment?**
  - Those already signed off to belay at Extreme Edge but haven't belayed there in the last 3 months.
- **Details:**
  - **Free** assessment, offered hourly on the half hour at Extreme Edge.
  - No booking required.
  - Bring a climber with you for the assessment.
  - Assessment includes both:
    - **Charades Test** – Demonstrate correct belaying hand actions, and
    - **Practical Test** – Belay a climber if you pass the charades test.
  - **Outcome:**
    - Pass both parts: You're signed off!
    - Fail either part: You'll need to complete the Full Belaying Course.

## Timing Recommendations

- **Best Option:** Complete the Full Belaying Course or Short Form Assessment **before competition day.**
- **If Prior Completion Isn't Possible:**
  - Note this on your **Volunteer Survey.**
  - A limited number of Short Form Assessments will be available on competition day, prioritized for those with significant constraints (e.g., distance).

# Vertical Adventures Belaying Policy

Round 3: June 15, 2025

## General Requirements for All Belayers

1. Must have:
  - Completed and passed the **Vertical Adventures Belaying Course**,
  - Belayed at Vertical Adventures **within the last 6 months**,
  - Completed the **Belaying Waiver**: [Belaying Waiver Link](#)
2. Must be **16 years or older**.
  - Cannot be a registered climber for the event.

## Belay Training Options

### 1. Full Belaying Course

- **Who should take this course?**
  - Beginners (never belayed before).
  - Those not assessed by Vertical Adventures (approved at another gym but not VA).
  - Anyone needing a refresher.
- **Details:**
  - **Free** 30-minute course, offered hourly at Vertical Adventures.
  - No booking required.
  - Bring a climber with you for the course.
  - **Important:** This course **cannot be completed on competition day** and must be done beforehand.

### 2. Quick Assessment (Competition Day)

- **Who should take this assessment?**
  - Those signed off to belay at another gym but haven't belayed at Vertical Adventures in the last 6 months.
- **Details:**
  - Indicate your need for this assessment on your **Volunteer Survey**.
  - **Free** assessment offered on the morning of the competition.
  - Bring a climber with you for the assessment.
  - **Pass/Fail:**
    - Pass: You're cleared to belay at the competition.
    - Fail: You will not belay at this competition and should consider a belay course for the future.
  - Only one attempt allowed!

# Manual Belayer Technique

## Before the Climber Leaves the Ground

1. **Check Harness and Clip-In:**
  - Ensure the climber is securely clipped into their harness belay loop.
2. **Carabiner Check:**
  - Both carabiners (used by EE and VA) must:
    - Be clipped in opposite directions to the belay loop.
    - Be locked and squeeze-tested by the belayer.
  - Encourage the climber to perform their own squeeze test.
3. **Weight difference:** If the climber is heavier than the belayer, a **backup is required!** Another belayer or a pink hi-vis should stand behind the belayer and hold the dead end of the rope for added safety.
4. **Communication:**
  - Belayer says “**On belay**” when ready for the climber to start.

## While Climbing

**Taking in Slack** (For Right-Handed Belayers; reverse hands for left-handed):

1. **Start Position:**
  - Right hand (RH) firmly grips the ‘dead end’ near the belay device.
  - Left hand (LH) holds the ‘climber end’ at eye level.
2. **Move the Rope:**
  - Pull down with LH to take slack, lifting RH to pull rope through the device.
  - Quickly drop RH back to your hip while LH grabs the ‘dead end’ just below the device.
  - Slide RH up the ‘dead end’ toward the device, then re-grip.
  - LH returns to the ‘climber end’ at eye level.
  - Keep RH firmly on the ‘dead end’ below the device at all times except briefly when taking slack.
3. **Repeat:**
  - Continue the process to maintain a safe amount of slack.

## Slack Management:

- Maintain minimal slack to prevent the climber from weighting the rope, but allow enough for natural movements.
- Ensure the rope is taut enough to limit the drop distance in case of a fall.

## When the Climber Reaches the Top

1. **Take in All Slack:**
  - Ensure the rope is tight so the climber can ease back into their harness.
2. **Communicate:**
  - Climber signals readiness to be lowered.

- Belayer says “**Lowering**” before starting.

## **Lowering the Climber**

### **1. Position Hands:**

- RH firmly holds the ‘dead end’ of the rope near your hip.
- LH operates the belay device lever, pushing it forward and downward to release the rope.

### **2. Control the Descent:**

- Lower the climber at a steady, controlled pace.
- The speed is determined by how far the lever is pushed while RH maintains control of the rope.
- If the speed of descent gets too fast then let go of the lever completely to bring the climber to a stop before starting the descent again. Do not try and control a descent that’s too fast with the lever.

### **3. Unclip at the Ground:**

- Once the climber is safely on the ground, pull out slack for easier unclipping.

# Auto Belay Monitors

## Before the Climber Starts

1. **Top-Out Reminder:**
  - Inform the climber to clearly show control of the top hold if they top-out before letting go.
2. **Clipping the Carabiners:**
  - Remove one carabiner from its base and clip it to the climber's belay loop.
  - Remove the second carabiner from its base and clip it to the belay loop as well.
    - This ensures the line doesn't retract accidentally.
  - True Blue Webbing is to be straight, not twisted
    - This prevents damaging webbing or jamming
3. **Carabiner Checks:**
  - Ensure both carabiners are:
    - Clipped in opposing directions to the belay loop.
    - Locked and squeeze-tested by the monitor.
  - Encourage the climber to perform their own squeeze test.
4. **Communication:**
  - Let the climber know they may begin when ready.

## After the Climber's Attempt

1. **During a Fall:**
  - The auto-belay will lower the climber safely to the ground.
2. **At the Top:**
  - If the climber reaches the top, remind them to let go of the wall to be lowered if necessary.
3. **Unclipping:**
  - Once the climber is firmly on the ground:
    - Remove the carabiners from their belay loop.
    - Return the carabiners to their base, one at a time.

# Competition Schedule

- Climbers are divided into **90-minute Juniors' and Seniors' Climbing Rounds**.
- **Belayers work in 60-minute shifts**, giving them time to watch some of the climbing rounds.
- Volunteers can also assist with **other tasks** (see "Other Volunteer Tasks" below).
- **Important Notes:**
  - The **Belay Assessment** is only required for those completing it on competition day.
  - The **Belay Briefing** is mandatory for all belayers.

## Schedules

The schedule varies between **Extreme Edge** and **Vertical Adventures**. Refer to their specific schedules below.



# EXTREME EDGE

CLIMBERS	BELAYERS	OTHER VOLUNTEER TASKS
	7:30: Round 1 Belayers' Assessment	7:30: Registration
	7:55: Round 1 Belayers' Briefing *Mandatory for all belayers	
8:30-10:00: Juniors' Climbing Round	8:30-9:30: Round 1 Belay	
	8:50: Round 2 Belayers' Assessment	
	9:15: Round 2 Belayers' Briefing *Mandatory for all belayers	
10:00-11:30: Senior's Climbing Round	9:30-10:30: Round 3 Belay	10:00: Junior Spot Prizes
	9:50: Round 3 Belayers' Assessment	
	10:20: Round 3 Belayers' Briefing *Mandatory for all belayers	
	10:30-11:30: Round 3 Belay	
		11:30: Senior Spot Prizes
		11:30: Take down climb markers

# VERTICAL ADVENTURES

CLIMBERS	BELAYERS	OTHER VOLUNTEER TASKS
	8:00: Round 1 Belayers' Assessment	7:30: Registration
	8:25: Round 1 Belayers' Briefing *Mandatory for all belayers	
9:00-10:30: Juniors' Climbing Round	9:00-10:00: Round 1 Belay	
	9:20: Round 2 Belayers' Assessment	
	9:45: Round 2 Belayers' Briefing *Mandatory for all belayers	
10:30-12:00: Senior's Climbing Round	10:00-11:00: Round 3 Belay	10:30: Junior Spot Prizes
	10:20: Round 3 Belayers' Assessment	
	10:45: Round 3 Belayers' Briefing *Mandatory for all belayers	
	11:00-12:00: Round 3 Belay	
		12:00: Senior Spot Prizes
		12:00: Take down climb markers

# Additional Information for Belayers

## Sign-In & Setup

- **Sign in** at the belayers' briefing:
  - Check if your name is highlighted: it indicates pending EE/VA belay waiver. Complete it **before the event!**
  - Initial the sign-in page **only after passing your belay assessment** (if required).
  - Notify a pink hi-vis if you did not pass your assessment.
- **Belay bracelet/hi-vis:** Wear it during your shift.
- **Climb allocation:** Check the board for your rope number. Swapping is allowed mid-shift but communicate about tricky sections for consistent judging.

## Breaks

- Need a break? Ask a reliever or pink hi-vis to step in.
- **Return to the same rope** after your break.

## Relievers (Top-Rope)

- **Sign in** with a pink hi-vis at the table.
- Listen for announcements calling for relievers.
- Wear a hi-vis vest/bracelet and offer help if needed. Focus on:
  - Lower-graded/popular climbs.
  - Tough ropes.
  - Belayers handling two climbs.

## Auto-Belay Reserves

- **Sign in** and attend the briefing. Be ready to step in if needed.

## Missing Belayer

- Alert a pink hi-vis or pass a message with the **rope number** immediately.

## Equipment

- **First-round belayers:** Grab a clipboard, pen, and hi-vis/bracelet.
- Pass these items to the next belayer after your shift.
- **Third-round belayers:** Return the items to the sign-in table.

## Change-Over

- Arrive at your rope **5 minutes early**.
- A horn will signal the round change.
- Let climbers finish, lower them, and complete their scorecards.
- Hand over the clipboard, pen, and hi-vis/bracelet to the next belayer.
- Brief them on any tricky judging sections.

### **Spot Prizes**

- MC Mike will give out **chocolate fish** for notable or encouraging moments.
- Notify him of anything special and provide the climber's name if possible.

### **Important Notes**

- Only ropes with **score tags** are used in the competition.
- Competition rules can be found in "ACCS - Competition Rules.pdf"