

Competition Rules

Auckland College Climbing Series

[Specific IFSC Rules 2024](#) will be applied as a reference for the disciplinary procedures, scoring, judgement, handling of Technical Incidents and Appeals.

In relation to competition formats and management of the competitions, these may not follow IFSC rules and will be dependent on the resources we have available.

Rules for both Top rope & Boulder

1. The routes for qualification will be done on the existing routes at the climbing gym.
2. Climb as many climbs as you can, in the allotted time.
3. At the end of the round the climbers upload **all** their results onto the phone App (using the QR code provided on the score sheet). Scores are taken from the 5 highest scoring climbs but we may need to see all scores due a tie/draw, **so add all scores, not just the top 5**. Phones will be provided for those that do not have access to one.
4. In the event of tied scores, if possible tied climbers will be taken to finals. If that is not possible, due to limited climbing time, a tie will be split based on the climber's 6 highest scores (or 7 etc until the tie is broken). **So add in all your scores, not just the top 5**.
5. **There will be an announcement by the MC to indicate that results** have been uploaded to google spreadsheet & on the notice board. Any appeals must be lodged at the Scoring Desk (or with a Pink high vis vest volunteer) within 5 minutes of the official posting of results. [Disputes/ Appeals form](#)

Top ropes Round 1 & 3

6. There are a large number of competition climbs. Each is graded under the standard NZ indoor climbing standard and the competition climbs will range from 14 (beginner level) to [25/26] (advanced to expert). The harder climbs are worth more points so completing a grade 19 climb will earn more points than completing a grade 18 climb.
7. The grade of the hold is on the tag. Where the tag has a grade range for scoring purposes the higher number will be taken into account.
8. The Climber will have **ONE** attempt only on each top rope climb, and 3 mins to complete this attempt, starting from the time both feet leave the ground.
9. The climbing surface may have volumes attached or features as part of the wall, both of which are allowed to be used. Arretes (edge of the wall) are also part of the climb unless specifically excluded on the tag. **If there are structures on the wall that are not able to be used, these & any exclusions on the tag, the belayer (in rounds) / judge (finals) has to make the climber aware before they start the climb.**

10. **Control means you have a good grip on the hold (weighted)** not just slapping it / barely touching the edge.
11. The maximum points for a climb are on the top / final hold.
12. A climber's attempt is judged unsuccessful (boulder & top rope)& they will be called down (in top rope) if
 - they fall
 - weight the rope (resting or swinging on it)
 - use the bolt holes in the wall
 - they utilise a hold of a different colour
 - make use of a surface for advantage on an out of bounds section of the wall (marked by the black tape, see final's rules for black tape).
13. Top is awarded when the competitor is in a controlled position: with both hands matched on the top hold (use both hands on 1 hold). If you can look to the judge to confirm ok. If only 1 hand is holding the top hold, it is the score of the hold only.
14. There will be a belayer / judge at all top rope climbs in the rounds. The climber must listen to all instructions from the judge/belayer, who will check that the climber is clipped in correctly, mark and initial the climbers score card, with the score the climber achieved on their attempt.

Top ropes Scoring

15. Each climb has 3 zones. The zones are marked by two tags (approximately 1/3rd and 2/3rds up the route) with the final hold being the 3rd zone
16. The Climb has a tag attached to the start with the points that are available for the 2 zones and the top.
17. To score you have to **control** at least one hold in a particular zone.
 - Zone 1 is the hold closest to the first marker or any hold above
 - Zone 2 is the hold closest to the second marker or any hold above
 - Zone 3 score is for the top hold of a climb, which must be Top (Top is awarded when the climber is in a controlled position: with both hands matched on the top hold (use both hands on 1 hold)
18. If the Climber fails to finish their climb, the final zone hold they were on (controlled) when they came off the wall, counts as their score.
19. If a climber falls before reaching the first marker, a score of 0 is given for that climb
20. Each climb will be marked with the scores for that climb
21. Higher points are available for the higher grade climbs for a fair scoring system

Grade	Marker 1	Marker 2	Top
13	2	5	8
14	3	6	9
15	3	7	10
16	3	7	11
17	5	12	18
18	6	13	20
19	6	14	21
20	7	15	23
21	10	21	32
22	10	22	34
23	11	23	36
24	11	25	38

Boulder - Round 2 & 4

22. Climb as many climbs as you can, in any grade. Spray wall, Tension board, Moon board, and any climbs without a grading number... are not included in the event.
23. At Northern Rocks some routes require a topout: climbing over the top of the wall. These routes have no top label. "Normal" routes have one label indicating the top hold.
24. Each climb uses one colour of holds, which is the colour of tag at the start of each climb. Eg yellow tag uses only yellow holds.
25. Points will be allocated to each grade, which will be reflected on your score sheet.
26. The start will be marked by 4 lines of tape on the Starting Holds. The tape represents holds for 2 hands and 2 feet.
27. If there are no tape lines for the route, the coloured tags represent the starting hold(s) for the 2 hands, feet must be off the ground on a valid area (a hold of the right colour or a valid wall surface).
28. Two hands on two tagged start holds, or match start (use both hands on 1 hold) if there are two tags on one hold.
29. Correct start: the competitor achieves a stable controlled position with both hands and both feet on the starting holds without controlling or using any other illegal aids - with any part of the body. A climber may touch, control or use any part of the climbing surface in order to attain the starting holds;
30. Illegal aids includes: holes for t-nut, ad / sign board, beyond the black tape, open edge
31. A climber's attempt is judged unsuccessful if:
 - they fall
 - use the bolt holes in the wall
 - they utilise a hold of a different colour
 - make use of a surface for advantage on an out of bounds section of the wall (marked by the black tape, see finals rules for black tape).
32. Top is awarded when the competitor is in a controlled position: with both hands matched on the top hold (use both hands on 1 hold). If you can look to the judge to confirm ok. One hand & 1 finger of the other hand is ok as long as controlled.
33. The Climber can have unlimited attempts on each boulder problem, but if there are

- other climbers waiting for a turn, then only 1 attempt at a time.
34. Points for a climb can only be achieved if a climber has topped the climb.
 35. The score card must be initialled by another climber (from the waiting line), who has witnessed the top. The scorecard records the grade of the climbs that have been topped.
 36. If you have topped a boulder you cannot do it again.
 37. No knee pads or bandages allowed in bouldering - see an official for an exception
 38. [IFSC rules for bouldering](#)

Finals Rules

39. Spectators - You are allowed to encourage finalists, but you are NOT allowed to give hints/tips/advice.
40. **There will be an announcement by the MC to indicate that results** have been uploaded to google spreadsheet & on the notice board. Any appeals must be lodged at the Scoring Desk within 5 minutes of the official posting of results. [Disputes/ Appeals form](#)
41. The highest scoring climbers proceed to the finals. The number of competitors that will go to the finals will be **8** but this is also at the discretion of the President of the jury, who may adjust this based on entry numbers and tied scores.
42. Finals will be set at a regional finals level.
43. Following the announcement of the finalists (at the end of the spot prize draw), all competitors will be held in an isolation area. From there they will have a judges briefing, then finals viewing.
44. No transmitting electronic devices are permitted in the isolation area.
45. No talking to anyone except officials (eg. judges) & climbers in your division. This includes parents, chalk cleaners, coaches, spectators.
46. Once climbers have gone into isolation, topo/route maps will go on the noticeboard.
47. No sharing beta until after the finals have been completed. As some divisions may be on the same climb which will give an unfair advantage if overheard.
48. There will be 1 top rope / 2 boulder climbs for a final.
49. Viewing - Wait with your back to the wall, until you are told to turn, address queries to your judges. Jumping is permitted as long as you are not touching any holds.
50. In the event of the final's climb(s) and two or more climbers completing with equal scores:
 - In the first instance the determination of places will fall back to the rankings after the qualifying round.
 - **Boulder:** If tied also in qualifiers the tie break will be on a count back of the next highest climb value achieved in the qualifying round. (i.e. top 7 climbs, then top 8 etc until the tie is broken).
 - **Top Rope:** If tied also in qualifiers the tie break will go to the time taken of the final top rope climb.
 - **Both:**
 - If still a draw and time allows we reserve the right to run a climb

off on another climb

- Tie-breaking in finals only relates to podium places. Below podium if tied after taking into account qualifying rank then you just tie and share IFSC points.

51. A reminder on black tape (if there is some)

- Black tape is ok to touch
- Can be flagged past
- A brush/touch on wall/surface past black tape if no advantage is ok
- But **using** the surface past the black tape is call down and counts as an attempt (see below for term using)

52. Technical incident - If there is a technical incident, the climber needs to stop the climb, let the judge know (who will get approval from the head judge) then come off the wall.

53. The terms “Control” and “Use” are as per International Federation of Sport Climbing rules

[IFSC 2024 Glossary terms PG 4 & 10](#)

- **Control** means, for the purposes of judging and scoring, that a competitor has made use of some object/structure to achieve or change a stable body position
- **Lead / top rope climbing only - Use** means, for the purposes of judging and scoring, that a competitor has made use of an object/structure to make both
 - (i) a progressive movement of their centre of mass or hips; and (ii) a movement of either or both hands toward: a) the next sequential handhold along the line of progression;
 - or
 - b) any other handhold further along the line of progression which has been successfully Controlled by another competitor from the same handhold

Top Rope Finals Rules

54. In viewing - One foot must be kept on the ground when touching the climbing surface/holds. Climbers have 4 minutes in the finals, to top the climb in 1 attempt only.

55. A hop for adjustment only is permitted at the judges discretion.

56. **Look at the judge before you start climbing** & wait for them to signal ok to start. From turning around the climber has 40 secs to start the climb. If you get to 40 secs the timekeeper must start the clock running.

57. The final climb will be scored with each hand hold along the climb being worth points when Controlled, and a plus + for each hold **Used/moved off** . See above for explanation of IFSC terms

58. **A top is awarded** when the competitor is in a controlled position: with both hands matched on the top hold. When you have topped, look to the judge to confirm OK if possible.

Boulder Finals Rules

59. Only the start holds & the climbing surface (the wall) can be touched without leaving the ground, (so 1 foot must be on the ground), otherwise this counts as an attempt.
60. Competitors may at any time clean any part of the boulder that they can reach without making use of any hold; but only with the chalk brushed provided by the gym (or request for them to be cleaned).
61. In the finals, climbers can have unlimited attempts within 4 minutes to top the climb, however each attempt will be taken into account in the climber's score.
62. There will be a timer in view and an audible bell to signal the start and end of the 4 minutes.
63. Climbers come out and stand with their back to the wall facing their judge, until told to turn at the same time when the buzzer goes.
64. **Look at the judge before you start climbing**
65. **An attempt will be counted** when every part of the climber's body has left the ground.
 - A small hop is an attempt.
 - Jump to start but fall counts as an attempt
 - Jump on the mattress to obtain a better view is allowed.
 - Changing feet is allowed as long as 1 is on the ground
66. The start will be marked by 4 lines of tape on the Starting Holds. The tape represents holds for 2 hands and 2 feet.
67. Scoring begins once the climber has achieved a "Correct" start. See Boulder - Round 2 & 4 Correct start.
68. Each zone (2) will be marked with tape, the Top Hold will be marked with 2 lines of tape.
69. A zone is awarded if a climber has controlled the zone hold (**made use of Zone hold to achieve or change a stable body position**) *see finals rules for terms use*
70. A competitor's attempt will be judged "Unsuccessful" if:
 - the competitor has made an incorrect start;
 - the competitor has touched the safety matting after leaving the ground;
 - the Climbing Period has expired;
 - the competitor has made use of any Illegal Aid, and the relevant attempt terminated, see Boulder round 2 & 4 - Correct start for illegal aids.
71. **A top is awarded** when the competitor is in a controlled position:
 - With both hands matched on the top hold, or both hands on the top hold. Fingers ok eg 1 finger of 1 hand & the other hand
 - Look to the judge to confirm ok (if you can)
72. **Finalists will be ranked based on...**
 - the highest number of Tops
 - then zone twos
 - then zone ones controlled
 - and then further ranked (in the case of ties based on the number achieved) by the fewest attempts (respectively) to achieve those Tops or zones.

