



Divisions

- There will be a total of 6 categories that will be eligible for awards. 3 divisions based on climbing ability for both male and female competitors.
 - Beginner (V0-V3)
 - Intermediate (V4-V6)
 - Advanced (V7+)
- The chief judge will bump competitors that complete two or more routes that have been pre-determined as falling in the next division according to difficulty.

Start/Finish

- Competitors must start the problem with both hands on the start hold(s) and their feet must be off of the ground before advancing on the problem.
- Once both feet leave the ground, the climb will be considered an attempt.
- Competitors must show a two hand, controlled finish on the route to gain points.
- Spotting and crash pads are recommended but not required.

Scoring

- Final scoring will be based on a total of a competitors **top 5 completed** climbs.
- Competitors must have a witness signature on their score card for each completed problem in order to score points.
- Competitors will have a 3 hour window to climb starting at 9am and ending at 12pm and may climb as many routes as possible during this time frame.
- Once a scorecard is turned in competitors cannot receive it back.
- Problems can only be completed once for scoring.
- Ties will be broken by total number of attempts. If scores remain tied, the highest value completed route on the climbers score card will serve as a secondary tiebreaker.

Technical

- A climber may call a technical if a hold spins or breaks on route during their climb.
- Competitors may decide to continue the climb and accept the malfunction or they can step down immediately and wait for the comp officials to fix the problem without consequence. If the competitor elects to continue climbing and accept the malfunction and is unsuccessful in that attempt, the attempt still counts as failed.
- If a competitor uses a hold that is off route then it counts as a failed attempt and they must drop off the wall.