

## Rock Climbing Rules

### General Rules

1. A competitor must be established on the start and finish to be awarded full value.
2. If there is a technical difficulty with a route (i.e. a hold spins or breaks) and climber falls due to the technical difficulty, the attempt does not count against them. If they proceed past the difficulty and fall later on the route that fall counts against their score. A climber may immediately restart the route if they so choose.
3. Unsportsmanlike like conduct will not be tolerated. You may be removed from the competition and disqualified.
4. If a climber dabs they are required to step off the route and a fall is recorded. Bolt holes are not to be used as monos.
5. For all problems, the natural wall features are ON unless specified OFF. Hands must follow taped holds and features. If features are specified OFF then feet must follow taped holds/features.
6. The "Glennings" sides of the holds are not to be used.

### Scoring Rules

1. Tie breaker will be number of attempts on the top scoring route or problem of a scorecard.
2. Final category and place will solely be based upon a competitor's final score, and not on any type of self-selection.
3. A competitor's score is comprised of their top 3 boulder problems and top 2 top rope climbs. If you do not complete 3 or 2, respectively, then what you have will be scored.
4. Flash bonus is 50 points! Judges (staff) have final say on all rulings.

### Facility Rules

1. No food or drink is allowed in the facility. If you are hungry, please eat your food in the front lobby where you registered. Water is okay ONLY if it is in a re-closeable sports-drink container (i.e. Nalgene).
2. Please keep your shoes on at all times. If your feet need a break, feel free to take off your shoes if you are sitting down. Please don't walk on the mats barefoot.

3. No objects (besides yourselves) are allowed on the climbing mats. Please place all things away from the climbing area.