

# Rules

The premise of Rumney Ruckus is to accrue points by leading routes clean, with no falls or hangs, over the course of 12 hours. Climber's scores are tallied together both as a team and individually; climbers do not have to climb the same routes, but only receive points for the routes they climb.

The day of climbing at Rumney is self-organized (apart from the morning and evening check-ins), and is NOT an official MITOC trip. The event itself will take place at Camelot at the end of the day, where climbers can submit their scorecards and winners / prizes will be awarded!

## Safety

Like all MITOC events, safety is our highest priority at Rumney Ruckus. You are responsible for climbing safely throughout the course of the day. Climbing is inherently dangerous, and adding endurance climbing to the mix increases that risk. You should adhere to the following safety guidelines throughout the day.

- Rest if you need to.
- Double and triple check your knots and systems on EVERY ROUTE.
- Use your headlamps at dawn and dusk.
- Stay hydrated and fueled! We will have water and snacks at the safety stations
- While there are many trad routes scattered throughout Rumney (which we encourage the adventurous to check out on their own time), only sport routes will be scored for the Ruckus.
- Stick clipping up to the 2nd bolt is allowed.
- **Rest if you need to.**
- **Respect** other climbers and competitors
  - We do not have "exclusive" use of Rumney for this event.
  - If someone is on the route you want to get on, go to a different crag or route.
  - Be respectful of others on the trails and in the parking lots.

## Divisions

There are two divisions: **Intermediate** or **Advanced**. Register for the **Intermediate** division if you have never redpointed 5.11a or harder; register for the **Advanced** division if you have redpointed 5.11a or harder. If you are in the **Intermediate** division, you can only climb routes 5.10d or under for points.

# Scoring

Scoring spreadsheet: [📄 rumney\\_routes](#)

We will have printed scorecards/writing utensils available, but feel free to bring your own!

Printable scorecards:

- Advanced: [📄 Printable Ruckus Scorecard.pdf](#)
- Intermediate: [📄 Printable Ruckus Scorecard - Intermediate.pdf](#)

# Rules

To receive points, climbers must **lead** the route. Free soloing (climbing without a rope) is not allowed. Both climbers do not need to climb the same routes, but leaving draws hung for your partner if you are climbing the same route is allowed. Points are given for clean lead ascents only - no top-ropes, no falls, no hangs, and no pulling on gear. If you fall on the route, you may yo-yo (TR from the top draw) back up and continue to the top.

- Stick clipping: allowed to the second bolt.
- Bolt skipping: don't.
- Laps: You can only score a climb once (no repeat climbs). There are plenty of climbs at Rumney so we don't think this will be an issue, and this helps us minimize our impact on other climbing groups.
- Extensions: some Rumney climbs have extensions. If you can do the extension and lower with a single rope, it's an exception to the "only one lap" rule above and we will count those as two separate routes (e.g. you can climb both Waimea 10d, lower, and then climb Waimea + the All-A-Way-A extension 11a and score them as two distinct routes)
- Lines: like normal climbing, you can't "reserve" a route - you and your partner can only be on one route at once.
- Multipitch: there are a few multipitch routes at Rumney, such as Tropicana, Clip a Dee Do Dah, Charity Toad, etc. To simplify safety and logistics, please only climb the first pitch of such climbs. The score of the route is based on the length and YDS grade of P1.
- There are separate scorecards for both the Intermediate and Advanced divisions:
  - Advanced: [📄 Printable Ruckus Scorecard.pdf](#)
  - Intermediate: [📄 Printable Ruckus Scorecard - Intermediate.pdf](#)
- Bonus points
  - Teams in which each climber climbs at least one climb at these crags get a 50 point bonus (per crag, per climber):
    - The G-Spot (any of the subcrags counts)
    - Infinity Wall (any of the subcrags counts)
    - Summit Cliff

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- The Monolith
- The Balcony
- The Bakery
- Boundary Rock
- Yellowknife Buttress
- Teams in which each climber climbs at at least 10 different crags get a 100 point bonus per climber. A “crag” is a unique area as defined by having a unique name on the scoring sheet, e.g. “Buffalo Corral (Slab Wall)” and “Buffalo Corral (Small Wall)” are different crags. G-Spot / Infinity Wall subcrags are an exception and all count as one area.
- Height bonus: routes greater than 70’ or with 7 bolts or more (while being at least 50’), get a length bonus. The length bonus generally bumps a climb to the next letter grade (e.g. a long 5.10a scores the same as a base 5.10b). This is calculated automatically based on the best available Mountain Project data - if you find a route that seems to fit this description of a long route and doesn’t get the bonus, take a picture and tell us.

## Etcetera

- Climbers should be self-supported; you can’t have someone along to carry your gear, etc. An exception is scorekeeping - you can have someone scorekeep for you.
- Self-supported means no vehicles or bikes to move between crags. Everyone starts and ends at the main parking lot.

## Schedule

- Saturday
  - 6:00-6:30am: check-in (main parking lot by parking lot wall)
  - 6:45am: **mandatory** pre-event meeting, if you are late you may be disqualified
  - 7:00am: Rumney Ruckus climbing period starts!
  - 7:06am: sunrise
  - 1:00pm: send check-in text
  - 5:58pm: sunset
  - 7:00pm: Rumney Ruckus climbing period ends. All climbs must be finished by 7pm to count.
  - 7:30pm: scorecards are due at the main parking lot. Points will be deducted for late scorecards (10 points per minute as a team). You do not need to physically meet in the parking lot unless turning in a physical card.
  - 8:00pm: post-event celebration, awards, and dinner at Camelot!

## Awards:

- Intermediate team, 1st and runner up
- Advanced team, 1st and runner up
- Individual: men's and women's, first and runner up
- Most crags climbed at (team - at least one route per person)
- Best costumes (team)
- Highest fundraised amount (individual)

## Climber's Checklist

Suggested list of climbing and camping gear to bring for the weekend:

- ☐ Rock shoes, rope, draws, helmet (mandatory), chalk, tape
- ☐ Phone and charger/battery for scoring
- ☐ First aid kit (ibuprofen, nail clippers, tape, bandaids, super glue)
- ☐ Bug spray
- ☐ Sunscreen
- ☐ Headlamp
- ☐ Watch
- ☐ Water, Gatorade, Skratch mix, etc
- ☐ Snacks / lunch
- ☐ Rain jacket
- ☐ Insulating layer / puffy
- ☐ Extra change of clothes (rain, sweat ...)
- ☐ Reusable cup, bowl, and utensil!
- ☐ Camping
  - ☐ Camp chair
  - ☐ Tent / hammock
  - ☐ Sleeping bag
  - ☐ Sleeping pad
- ☐ (optional) Costume!