

Competition Info

Thanks for your interest in our collaborative boulder competition. This competition will run from Feb 24th until March 3rd. It is a scramble format competition.

Each gym will have 12 routes set for the competition and scorecards at the front desks. It is required that routes be witnessed by a second party and the number of attempts are recorded on the scorecards. Competitors will be able to climb at any of the three gyms, each gym that is recorded will be another name in the draw prizes (winners not eligible). The gyms will be utilising a staggered start with Castlegar starting on Feb 24th and ending on March 1st, Flux is opening Feb 25th and closing March 2nd, and The Cube is opening on Feb 26th and closing March 3rd.

Castlegar Gym: Starts Feb 24th- Ends March 1st, 2024

Flux Climbing Gym: Starts Feb 25th- Ends March 2nd, 2024

CUBE: Starts Feb 26th- Ends March 3rd, 2024 with Closing Ceremony and Prizes

Categories

Adult

Recreational (V0-V2), Male and Female

Intermediate (V3-V5), Male and Female

Advanced (V6+) Male and Female

Youth (under 18), Male and Female

Master (40+), Male and Female

FAQs

- Scoring- sheets will be filled out according to the completion of a route. Ties will be decided on prize day by some simple competition (add on, pull ups, pushups, specific challenger route...)
- Can my friend/buddy/partner witness?- Yes, we encourage people to climb in groups. It takes some pressure off of our staff and lends credibility to your claims
- What are prizes given out for?- There will be prizes given to first place winners, along with a final day costume competition and draw prizes on the final day, the draw prizes will be for those who did not place first. Each gym you compete at will give you another chance in the draw prize.
- Can kids compete? Yes, there is a youth category for <18's

Competition Rules

Problems

1. All problems will have taped **START** and **FINISH** holds.
2. There will be a piece of tape for each hand and foot at the base of the wall for each route. If a hold has two pieces of tape then there must be two limbs placed on that hold (two hands, two feet, one of each).
3. Competitors must start and finish problems on the taped holds **IN CONTROL for 3 SECONDS**.
4. Volumes are **IN** for all problems. Any gaps created by volumes are **OUT**.
5. Wall edges and windows will be taped if they are included in a problem (**CUBE Only**)
6. Smearing or using the white walls in any way while climbing at the Castlegar facility is not permitted (**Castlegar Only**)
7. Start tape leading to a volume rather than a specific hold indicates that BOTH the volume and any of that problem's holds on the volume can be used as your start position.

Scoring

1. Put simply, the climber who achieves the most tops in the fewest attempts wins
2. Scoring is a two-part system. In descending order:
 - a) Climber's rank according to **TOPS**.
 - b) Number of attempts to get the **TOPS**.
3. Climbs will have point values associated with them to help determine standings across facilities.
4. All competition scorecards are to be filled out by the climber and initialed by a witness. **IF a climb is not witnessed it will not be scored.** Staff are unavailable to witness unless they have agreed to do so so please bring someone who can witness for you or ask another climber to witness.

Competition Etiquette

- Be sure to share the space, take turns on routes and ensure that everyone has a chance to try the routes they want.
- This competition is merit based, so please score yourself fairly to ensure a fair and fun competition for all.
- Caution of longer routes that may overlap the start of other routes, announce that you are on the wall and look up before beginning routes to make sure the coast is clear.

Definitions

1. An attempt will be counted each time the competitor:
 - a) Makes either a **CORRECT** or **INCORRECT** start.
 - b) Prior to starting, touches or makes use of any Artificial Hold or Structure other than:
 - i. the Starting Holds, or

- ii. any Artificial Hold or Structure (ex. a “Blocker Hold”) which is fixed or positioned so as to modify the usable part(s) of any Starting Hold.
- 2. A competitor’s attempt will be judged **SUCCESSFUL** if:
 - a) the competitor made a **CORRECT** start with all limbs on the taped starting holds.
 - b) the competitor is in a Controlled position with both hands matched on the **FINISH** hold for 3 seconds.
- 3. A competitor’s attempt will be judged **UNSUCCESSFUL** if:
 - a) the competitor has made an **INCORRECT** start.
 - b) the competitor has touched the safety matting after leaving the ground.
 - c) the competitor has made use of any Artificial Aid.