

# MCofS SCOTTISH YOUTH BOULDERING CHAMPIONSHIP 2011



## RULES AND REGULATIONS

These rules and regulations shall be read in conjunction with the  
MCofS Events Protocol

### 1. GENERAL

1.1. The Scottish Youth Bouldering Championships (SYBC) consist of a series of short routes, called boulder problems (problems). All problems shall be climbed without ropes. The number of movements in each problem shall be at most 12 and the average number of movements for all problems in one round has to be between 4 and 8.

1.2. Competitor safety whilst climbing is the responsibility of the Event Coordinator. This will include:

1.2.1. All problems shall be secured with suitable safety matting below the climbing wall. It is the primary responsibility of the host wall and route-setter to ensure and manage the size and the position of the matting. Mats shall be fixed in place.

1.2.2. Safety Spotting of competitors shall be offered by suitably experienced volunteers/staff allocated by the Event Coordinator and/or Judges, if the competitor requests it or the Judges feel it is necessary.

1.2.3. Problems shall be set in accordance with the MCofS Guidance on Route-setting Boulder Problems for Children.

1.3. The SYBC shall consist of two rounds; namely a qualifying round and final round.

1.4. There shall be 15 problems to be completed in the qualifying round by each competitor. The numbers of problems in the final round shall be 2 for each category.

1.5. If necessary, a clearly identifiable form of marking can be used to define the boundaries of a problem.

1.6. The top edge of the climbing wall shall not be used for climbing.

1.7. Height of the problem: the climbers should never be higher than 3 metres above the crash mat with the lowest part of their body.

1.8. The finishing hold must be clearly marked.

1.9. A tie-break point, referred to, as a bonus point will be awarded for holding a specified hold on the problem. The bonus point is not conditional on the problem being successfully attempted. The bonus point must be awarded once the problem

has been successfully completed, regardless of whether it has been used. The positioning of this hold will be at the Route Setters discretion. This hold must be clearly marked. In the event of a super final there may be more than one bonus hold.

1.10. The jury of each problem shall consist of at least one judge. There shall also be a chief judge to oversee any appeals.

## **2. CLIMBING PROCEDURE - QUALIFYING ROUND**

2.1. The qualifying round for the SYBC shall consist of 15 problems to be attempted within a specified time by each competitor.

2.2. There will be no isolation for the qualifying round. All competitors shall climb together and randomly.

2.3. Each problem shall have a pre-designated starting position, consisting of two fixed positions for both hands and optionally two fixed positions for both feet. These starting holds must be clearly marked.

2.4. All holds that are permissible for a problem must be clearly marked.

2.5. An attempt on a problem is deemed to have started when every part of the body of the competitor has left the ground.

2.6. A competitor may down-climb at any point during an attempt on a problem provided he/she does not return to the ground.

2.7. Brushes may be used by competitors to clean holds that may be reached from the ground. Other holds may be cleaned by the competitors as long as there is no tactile inspection of the holds. Only brushes that are provided by the organisation and that are available at every problem must be used for this purpose.

2.8. The use of pine resin (commonly known as 'pof' ) is forbidden.

## **3. CLIMBING PROCEDURE - FINAL ROUND**

3.1. All problems in the Final shall be climbed on-sight from isolation.

3.2. Competitors must attempt a number of problems in the Final. Each competitor shall have as many attempts as they can in the allocated problem time. Their score shall be that of their highest held hold.

3.3. The final hold on each problem shall be assigned a point value of 59. Matching the final hold with both hands scores 60. Each successive hold beneath the top shall be assigned three points fewer (i.e. 56, 53, 50, etc).

3.4. After each problem the climber has a rest-period equal to the allocated problem time. The Event Coordinator must announce/publish the number and sequence of problems to be attempted before the start of the round. Each problem must include a clearly marked area from which the competitor can see the problem. This area must not allow observation of any other problems and must include the safety matting.

3.5. Each problem shall be allocated a pre-designated period of time, in which a competitor may attempt the problem. The period of time for problems is the same for all problems in a given round. The amount of permitted time must be announced/published by the Even Coordinator and must not be less than 4 minutes and not more than 8 minutes.

3.6. The beginning (and ending) of every period of time shall be announced by a loud and clear signal. At this signal the competitors that are climbing must stop climbing and enter the resting area. This area must not allow observation of any other problems. The climber who has finished his/her resting period must move on to the next problem.

3.7. Each problem shall have a pre-designated starting position, consisting of two fixed positions for both hands and optionally two fixed positions for both feet. These starting holds must be clearly marked.

3.8. Touching holds other than the starting holds shall be recorded as an attempt.

3.9. An attempt on a problem is deemed to have started when the competitor leaves the fixed starting positions with one or both hands after every part of his/her body has left the ground. If however the competitor leaves the ground in an incorrect way, this shall be considered as an attempt.

3.11. A competitor may ask the Judge at any time how much of his/her allocated time remains.

3.10. A competitor may down-climb at any point during an attempt on a problem provided he/she does not return to the ground.

3.12. If a competitor successfully completes a problem within the allocated time, he/she must move onto the resting area.

3.13. Brushes may be used by competitors to clean holds that may be reached from the ground. Only brushes that are provided by the organisation and that are available at every problem must be used for this purpose.

3.14. The use of pine resin (commonly known as 'pof' ) is forbidden.

#### **4. END OF AN ATTEMPT**

4.1. An attempt is considered successful when the finishing hold is held with both hands in control and the Judge announces "Successful".

4.2. An attempt is considered finished in the case of a return to the ground.

4.3. When a competitor succeeds or fails on a route, he/she must attempt to climb down to the safety matting, or make a controlled drop.

#### **5. TECHNICAL INCIDENT**

5.1. A technical incident is defined as a broken or loose hold, or any other occurrence that results in a disadvantage or unfair advantage to a competitor, which is not the result of an action on the part of the competitor.

## 5.2. Qualifying round

Technical incidents will be dealt with in the following way; the problem must be repaired and the competitor allowed another attempt on the problem.

## 5.3. Final round

Technical incidents will be dealt with in one of the following two methods:

a) If the technical incident is of a nature that affects an individual problem the affected competitor will stop his/her attempts on the problem in question, and wait within the problem's marked area until the next scheduled changeover is due. Repairs on the problem will commence as soon as the technical incident has been notified to the Chief Judge. At the next scheduled changeover:

i) The affected competitor will move onto the next problem and continue as normal until he/she has completed his/her attempts on the remaining problems within the round. The competitor will then be returned to the problem on which the technical incident was claimed and will be allowed to resume his/her attempts on the problem. The time allowed for the resumed attempts must be a minimum of two minutes and a maximum of the original problem time minus the time elapsed before the technical incident was notified to the Judges. If the repair to the problem was not completed within the available time the competitor will be placed in an isolation zone, for as many complete rotation times as is necessary for the repair to be completed. The competitor will then resume his/her attempts as outlined above.

ii) Competitors waiting in the isolation zone will be held back until the repair is completed. If the repair is completed before the scheduled changeover then subsequent competitors will be held back for one changeover. If the repair extends past the scheduled changeover then subsequent competitors will be held back for as long as is necessary.

iii) Competitors who have left the isolation zone will continue the round as normal if the repair is completed before the scheduled changeover. If the repair cannot be completed before the scheduled changeover the Event Coordinator may decide to exclude the problem from the round, or order the competitors to remain within the area of the problem that they have just attempted until such a time as the repair is completed. Competitors who have already attempted the affected problem will complete the round in the normal manner.

b) If the technical incident is of a nature that the round must be stopped, all of the competitors who are climbing at the time of the incident will be escorted to the isolation zone until such time as the technical incident has been corrected. All of the competitors must then be returned to the problem that they were attempting at the time the technical incident was notified to the Judges, to resume their attempts on the problems. The time allowed for the resumed attempts must be a minimum of two minutes and a maximum of the original problem time minus the time elapsed before the technical incident was notified to the Judges.

## 6. RANKING AFTER QUALIFYING ROUND

6.1. A successful first attempt is worth 10 (ten) points.

6.2. A successful second attempt is worth 7 (seven) points.

6.3. A successful third attempt is worth 5 (five) points.

6.4. A further successful attempt is worth 1 (one) point.

6.5. Successfully holding the bonus hold is worth 1 (one) point. This point is automatically awarded if the problem is successfully completed.

6.6. After the qualifying round the competitors shall be ranked according to the total number of points scored and then the total number of bonus points scored.

## **7. RANKING AFTER FINAL ROUND**

7.1. After the final round of the competition the competitors shall be ranked according to the following criteria:

7.1.1. The score taken from the hold point value of the highest hold achieved on each problem (as outlined in rule 3.3) as follows:

“The final hold on each problem shall be assigned a point value of 59. Matching the final hold with both hands scores 60. Each successive hold beneath the top shall be assigned three points fewer (i.e. 56, 53, 50, etc).”

7.1.2. The number of successfully completed problems.

7.1.3. The total number of attempts on each problem.

7.2. In the case of tied places, the results of the preceding Qualification round shall be taken into account in the count-back procedure as follows:

7.2.1. The number of successfully completed problems.

7.2.2. The total number of attempts to complete the problem (if completed).

7.2.3. The total number of bonus points.

7.2.4. The total number of attempts to complete these bonus points.

7.3. Super-finals: If after applying the count-back procedure there exists a tie for first place at the end of the final round, a super-final shall be held on one problem using the ‘+/-’ scoring system operating in the MCofS Youth Climbing Series. If a tie exists at the end of a super-final, the competitors shall be deemed equal.

## **8. QUOTAS FOR FINAL ROUND**

8.1. This section must be read in conjunction with sections 6, i.e. the ranking procedure must first be completed before the quota is applied.

8.2. Where there are insufficient competitors who have successfully scored full points in the qualifying round of the competition, the remaining places of fixed quota shall be filled by the next best ranked competitors.

8.3. The fixed quotas for the final round of a competition shall be as follows:

(i) If there are 10 or fewer competitors in the category, 4 competitors;

- (i) If there are between 11 and 20 competitors inclusive in the category, 6 competitors;
- (ii) If there are 21 competitors or more in the category, 8 competitors;

8.4. Floating Quotas - If the fixed quotas for the final round of a competition are exceeded as a result of tied places, the number of competitors nearest to the fixed quota (when calculated from above and below) shall qualify for the final round of the competition subject to the condition that the final round shall consist of not fewer than 3, 5 or 6 competitors respectively in cases (i), (ii), and (iii) in 8.3 above. When the number of competitors qualifying for the final round exceeds the fixed quota as a result of tied places is the same when calculated from above and below, the number of competitors corresponding to the greater quota qualify for the final round. Under special circumstances (e.g. TV live broadcasting requirements), the smaller quota may be taken: this decision shall be announced by the Event Coordinator after consulting the organiser prior to the competition.

## **9. APPEALS PROCEDURE**

9.1. Any appeal against an official decision shall be made in accordance with the MCofS Appeals Procedure as follows:

9.1.1. All oral and written appeals and official responses to appeals shall be made in English.

9.1.2. An appeal against a ruling by a Category Judge during a round of the competition must be made to the Chief Judge (Event Coordinator) by the competitor no later than 30 minutes after the ruling.

9.1.3. An appeal against the ranking of a competitor after the completion of a round of the competition and after the official results have been published must be made no later than 30 minutes after the publication of the results. The appeal must be made following the publication of the results at the end of each round of the series. The appeal may be made in writing to the Chief Judge by the competitor.

9.1.4. In the event of an appeal, the Chief Judge shall convene an Appeals Jury comprising the Chief Judge, the Category Judges not involved in the case (if available) and the NGB Delegate (if available). A decision shall be made as rapidly as circumstances allow. In the case of written appeals, the decision of the Competition Appeal Jury shall be made in writing and handed by the Chief Judge to the person who officially lodged the appeal.

9.1.5. The decision of the Appeal Jury in respect of these regulations shall be final and not subject to further appeal.

9.1.6. In those cases where the Chief Judge assesses that an infringement of the regulations merits consideration by the NGB's Disciplinary Body, the matter shall be referred to the Disciplinary Body together the Chief Judge's report, copies of written communications between the Chief Judge and the competitor concerned, and all relevant evidence.

9.1.7 The composition and the procedures of the Disciplinary Body are defined in the NGB's referred documents.