**UND Rock Wall – Cosmic Climbing Competition Format and Rules**

All climbing competitions held at the UND Wellness Center rock wall should adhere to the following rules. These rules are largely taken from the Collegiate Climbing Series Member Rulebook’s (version 5, 2/4/13) regulations regarding “Onsight” format competitions. In the case of special competitions, the rock wall may issue an amendment to these rules.

*Onsight* single round format consists of three routes and if a tie breaker is needed one additional route. Climbers will wait outside the climbing area until they are called to climb. At that time they will enter the climbing area and face away from the wall. The official will then tell the climber the route to climb and answer any questions not specific to the route. Once the climber is ready they will have five minutes to prepare for the route and climb the route. Multiple attempts will be allowed but when the time ends the climber must finish the attempt they are on and then leave the climbing area.

**Scoring**

Competitors are scored based on the highest hold reached as defined by the path of the route/problem in the route map. Extra points will be given for flashing the route. Falls due to spinning holds will not count against the climber. A time extension will be given to the climber. If a climber discovers a spinner and does not fall, he or she may choose to jump down and start over or continue climbing. However, if the climber chooses to continue climbing, the time will continue. The competition shall be split into Beginner, Intermediate, and Advanced divisions. Climbers choose their division. If the Rock Wall Program Manager suspects that a climber has entered a lower division than his or her actual skill level in order to reduce competition (commonly known as “sandbagging”), they may move the climber into another division.
The finals route may be any combination of bouldering problem and top rope route. Climbers will be ranked by how far they get on the route. Each climber will get three attempts to climb as far as possible on the finals route. Climbers may not observe each other’s attempts in the finals route.

**Judges and Observers**
Climbers must have their attempts observed by another climber or an employee of the wall in order for them to count. Unlimited attempts are permitted on each route. Beta MAY be given to a competitor BETWEEN or before attempts on a route but NOT while the competitor is attempting the route. Climbers declare their intention to attempt a route by handing their scorecard to another climber or employee. That person will act as judge for that attempt. Judges will mark all falls, and indicate on the climber’s score sheet the points earned (if any) for that attempt. Judges must initial all attempts they observe.

**Cheating and Unsportsmanlike Behavior**
Judges are under strict obligation to accurately and honestly mark falls and points. Any climber or observer found to have falsified a score sheet may be removed from the Wellness Center at the discretion of the Rock Wall Program Manager without the refund of their competition entrance fee. This policy also applies to unsportsmanlike or disruptive behavior.

**Route setting**
If a route is to be used BOTH as a lead route and a top-roped route, care should be taken to ensure that the route is safe to climb BOTH ways (i.e. watch for unsafe swings on overhanging routes, or unsafe clips when the route is to be led.)

If a route is used both as a lead and a top-roped route, we recommend that it be given two distinct route numbers, with a higher score given for leading the route. If a competitor attempts to lead-climb the route, but does not complete the route, they may choose to top rope the route, but the first attempt will be marked as a fall. Once a competitor attempts/climbs a route on top-ropes, he/she may not then attempt the same route as a lead climb.