Commodore Climb 5: What’s the Problem? – Rules

CLIMBING

- To begin an attempt, the climber must give their score card to a judge. The next person in the lineup must be off of the pad.
- Both hands must start on the start hold (if there are two start holds, then one hand on each). An attempt begins once the climber comes off of the ground. If the climber touches the ground or the crash pad after coming up, it counts as a fall.
- The finish hold must be held for 2 seconds with both hands in a controlled manner.
- Beta may not be given during an attempt. In between attempts is ok.
- Ask a judge if you are unsure about a problem (assume all problems are sit start unless specified).

SCORING

- A climber’s top 3 boulder problem scores are counted.
- If a hold spins or breaks or another climber causes you to fall, it will NOT count against you. (You will have the option to continue or start from the bottom).
- If a climber touches a hold that is not “on” the route, the climber will get one warning. If two warnings are given, it counts as an attempt.
- If a climber enters the competition as a beginner and 2 or more of their scoring routes are “intermediate”, the climber will be bumped up to the intermediate category. The same principle applies for intermediate competitors that climb “advanced” routes.
- The male/female 1st place winner of the advanced crew will choose their prize first, then 1st place male/female from intermediate, then 1st place male/female from beginner. Next, 2nd place male/female from the advanced crew will pick and so on.
- Winners have to be present during the designated “awards time” to claim their prizes. Awards will begin around 7:30 pm.

This is designed to be a fun and friendly competition; BE NICE!