

Full Gravity Day Rules

CITIZEN RULES

Qualification Format

The Full Gravity Day (FGD) adult competition qualification round will be held in the Classic Redpoint Format.

- In the Classic Redpoint Format, competitors have the goal of completing the highest value boulders, where each boulder has a unique value. V0=50 pts, V1=100 pts, V2=200pts, V3=300 pts, etc.
- A competitor's final score shall be the cumulative value of their top five (5) completed boulders, and competitors shall be ranked in descending order of such cumulative value, where two competitors with the same cumulative value shall be ranked by: i) ascending order of total number of attempts on such top five (5) completed boulders; then ii) descending order of the value of the competitors' sixth (6th) highest completed boulder; then iii) ascending order of number of attempts on such sixth (6th) highest completed boulder; and so on.
- Each boulder will be worth a specific number of points based on that boulder's anticipated rating/difficulty.

Qualification Field of Play

- All boulders in the qualification round shall have start and finish positions for hands. The starting position for hands will be marked with a "start" tag, and the finish positions will be marked with a "finish" tag.
- The top of the climbing surface will be used for a finish position if no "finish" tag is used on any boulder.

Qualification Scoring, Ranking, and Competition Procedure

- Each attempt by a competitor on a boulder shall be recorded. **One** point shall be deducted per fall.
- The top 5 competitors per open category will be eligible for Finals based on their qualification ranking. In the case of a tie, 6 competitors will be taken to Finals.
- Competitors will have a minimum of three hours to climb.
- Competitors must use the Kaya app to enter their boulders. All boulders must be entered into the Kaya app before the end of the qualification round.

Qualification Climbing Procedure

- Competitors choose which boulders to attempt and may attempt as many different boulders as they wish.

Finals Format

- Each finals category will be assigned three boulders.
- Competitors enter the isolation zone prior to finals and are brought out of the isolation zone one climb at a time.
- Competitors attempt each boulder without having watched any other competitor attempt the boulder.
- Receipt of any information concerning a boulder prior to or during the attempt on the boulder is grounds for disqualification, though competitors who have not yet climbed/attempted a boulder are free to discuss a boulder with other competitors in isolation who have not previously climbed/attempted that boulder.

Finals Field of Play

- The starting position will be a defined “4 point start”. (IFSC)
- Zone holds will be clearly marked with tape and a zone tag with the tape color being different from that of the start position and finish hold.
- There will be a maximum of two Zone holds per boulder.
- The finish hold will be marked with a Top tag and will be taped in the same color as the starting position.
- If there is a need to demarcate an area on the wall, handholds or features which are out of bounds, the demarcation shall be made using a continuous and clearly identifiable marking of the following colors:

Demarcation of any area of the climbing wall, including the climbing wall surface and any modular holds or volumes, that is out of bounds and shall not be touched by the competitor, shall be identified with black tape. Note: In addition to the area on the other side of the black tape being off limits, the black tape itself shall not be touched.

Demarcation of climbing wall surfaces that may not be used by a competitor with their hands but may be used by the feet or other points of contact shall be identified with red tape. Note: A competitor may use climbing wall surfaces only but may not use any modular holds or volumes

Finals Starting Order

- The starting order for finals will be the reverse of the ranking from the preceding round (i.e., the highest ranked starts last).
- Where competitors are tied, their starting order will be in random order.

Finals Observation Procedure

- Competitors will have an observation period of five minutes. During this period, competitors may: touch (only) the marked Starting Holds; and ask questions to the Finals Judges.

Finals Climbing Procedure

- Competitors will have four minutes to climb each boulder. Competitors must return to isolation between boulders.
- Competitors may at any time use the brushes provided to clean a boulder.
- A competitor's attempt will be deemed to have started when every part of the competitor's body has left the ground; and finished when: achieving a Top; or they have fallen or touched the ground after starting; or the attempt has been terminated by the Climbing Judge; or if a Technical Incident has occurred.

Finals Judging and Scoring

- The scoring rules follow the IFSC model, with up to two zone holds per boulder.
- The ranking rules and score presentation follow the hierarchy of: Tops, then Zones, then attempts to Tops, then attempts to Zones—adapted as needed for a second Zone hold. (IFSC)
- Each boulder shall be judged by at least one Judge who shall record:
 - a) the number of attempts made by each competitor. An attempt will be counted each time the competitor:
 - i) makes either a Correct or Incorrect start; or
 - ii) prior to starting, touches or makes use of any Artificial Hold or Structure/Volume other than:
 - A) the Starting Holds, or
 - B) any Artificial Hold or Structure/Volume which is fixed or positioned so as to modify the usable part(s) of any Starting Hold (a "Start-Blocker Hold"); or
 - iii) adds any "Tick Marks", and
 - b) on which attempt the competitor Controls or Uses each of the Zone or LowZone, when present; and
 - c) on which attempt the competitor Successfully completes the boulder.
- A competitor's attempt will be:
 - a) judged "Unsuccessful" where:
 - i) the competitor has made an Incorrect start; or
 - ii) the competitor has touched the safety matting after leaving the ground; or
 - iii) The Rotation Period has expired; or
 - iv) the competitor has made use of any Artificial Aid, and, where a competitor makes an Unsuccessful attempt, the boulder judge shall order the relevant attempt terminated, and
 - b) otherwise judged "Successful" where the competitor is in a Controlled position:
 - i) with both hands matched on the Top Hold

- A competitor's start will be judged:
 - a) "Correct" where the competitor achieves a stable Controlled position with both hands and both feet on the Starting Holds without Controlling or Using any other Artificial Holds or Structures. For the avoidance of doubt, when starting a boulder:
 - i) a competitor must simultaneously contact each of the four (4) marked Starting Holds with a hand or foot, in a stable Controlled position; and
 - ii) a competitor may touch, Control or Use any part of the Climbing Surface in order to attain the Starting Holds; and
 - iii) a competitor may touch any Start-Blocker Holds
 - b) "Incorrect" where the competitor
 - i) fails to achieve a stable Controlled position with both hands and both feet on the Starting Holds; or
 - ii) Controls or Uses any Artificial Holds or other Structures not marked as Starting Holds before achieving a stable Controlled position with both hands and both feet on the Starting Holds.

Ties

- Ties in finals will be broken by counting back to competitors ranking in the qualifying round

Technical Incidents and Appeals

- In the event of a technical incident the judge can grant the competitor another attempt, and decide when in the order the competitor will get their next attempt.
- If the climber chooses to continue climbing after the technical incident has occurred, they may not declare a technical.
- If the competitor chooses not to continue, the competitor shall resume their attempts at a time determined by the Jury President, having due regard to:
 - A) any recuperation period appropriate for the affected competitor; and
 - B) minimizing the impact on other competitors; and
 - C) the overall competition schedule
- When a competitor who has suffered a Technical Incident or who has been the subject of an Appeal resumes climbing:
 - a) they shall be allowed the time remaining when the relevant incident occurred, with a minimum of two (2) minutes; and
 - b) their next attempt:
 - i) in the case of a Technical Incident, shall be deemed a continuation of the prior attempt; and
 - ii) in the case of a determined Appeal, may be deemed as either:

A) a continuation of the prior attempt; or

B) as a new attempt, in each case as the circumstances dictate.

- Competitors may file an appeal within 5 minutes after final results have been posted.

Remember this is a fun comp!

General

- Control means, for the purposes of judging and scoring, that a competitor has made use of some object/structure to:
 - a) achieve or change a stable body position; or
 - b) successfully brake any dynamic movement

FGD YOUTH QE RULES

Format

The Full Gravity Day Youth Qualifying Event will be held in the Modified Redpoint Format as outlined in the USA Climbing rulebook section (8.9.3).

Rules

Rules for the Full Gravity Day Youth Qualifying Event will follow the rules as outlined by USA Climbing for a Modified Redpoint Youth QE including (see below).

- 6 to 10 boulders assigned to each category by the Chief Routesetter.
- Each boulder has the same value, and scores on all boulders are counted. The goal is to complete the highest number of boulders.
- The Event Organizer has applied a limit to the total number of attempts a competitor may make on any given boulder to be 100.
- A Judge must approve a competitors score on all boulders
- The starting position will be a defined “four point start”. (IFSC)
- A competitor may use the wall to help establish the starting position.

Competition Procedure

The competition procedure for the Full Gravity Day Youth Qualifying Event will follow the USA Climbing rulebook section (8.10) including (see below).

- Competitors shall be permitted a minimum of three hours to climb subject to USA Climbing section (8.10.1).
- Competitors are allowed to watch other competitors climb on a boulder prior to their own attempt.
- “Beta” (coaching, advice) may not be given to a competitor during an attempt. “Beta” may be given to a competitor between attempts.

Scoring and Judging

The scoring and Judging for the Full Gravity Day Youth Qualifying Event will follow the USA Climbing rulebook section (8.12) including (see below).

- The scoring rules follow the IFSC model, with up to two zone holds per boulder.
- The ranking rules and score presentation follow the hierarchy of: Tops, then Zones, then attempts to Tops, then attempts to Zones—adapted as needed for a second Zone hold. (IFSC)
- Each boulder shall be judged by at least one Judge who shall record everything listed in the USA Climbing Rulebook section (8.12)

Ranking

The ranking for the Full Gravity Day Youth Qualifying Event will follow the USA Climbing rulebook section (8.13).

Technical Incidents and Appeals

Technical incidents and appeals for the Full Gravity Day Youth Qualifying Event will follow the USA Climbing rulebook section (8.14).

GRAVITY RULES

Gravity Format

- Competitors competing in the Gravity category will have a minimum of three hours to complete as many boulders as possible.
- Each boulder will be worth 1 point where points are achieved by completing the boulder.
- Attempts do not count.