

# 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. The easiest problem is given 100 points, the next hardest problem is 200 points, then 300 points, etc.
- A competitor's final score shall be the cumulative point value of their top five (5) completed boulders minus one point for each failed attempt on scored problems.

### Qualification Field of Play

- The starting position will be defined by the starting hand holds.
- Competitors must control the "Top" hold with both hands to complete a problem.

### 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 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.

### 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 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.

#### **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)

#### **Ties**

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

## **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.