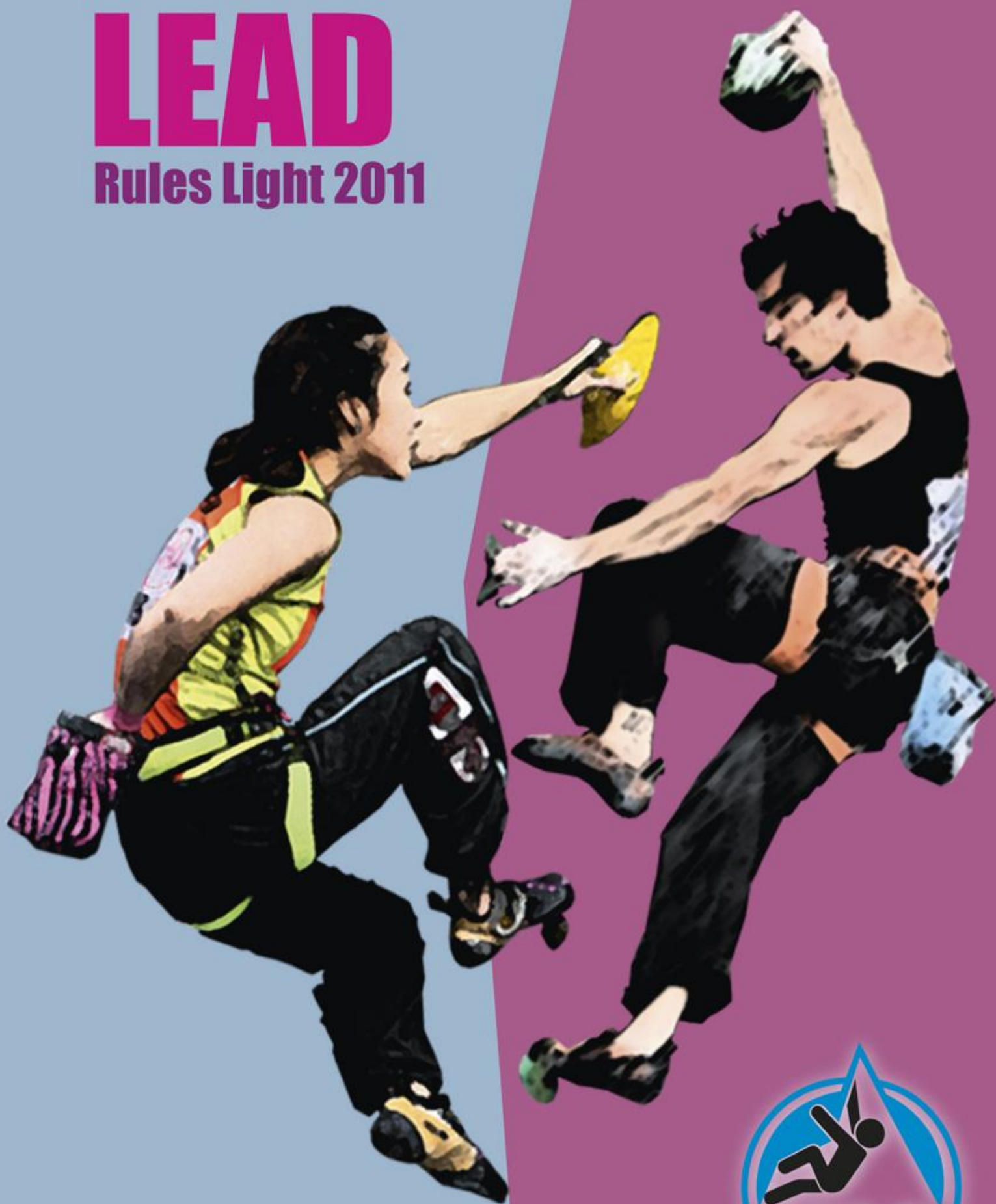


# LEAD

Rules Light 2011



International Federation of Sport Climbing  
[www.ifsc-climbing.org](http://www.ifsc-climbing.org)



# Rules Light Lead 2011

**Attention: these are not the complete rules and should never be referred to when making an appeal during a competition. The document is made just to help competitors understand the rules.**

## 1 GENERAL PART

### 1.1 Competition Jury

The competition Jury consists of the Jury President, the IFSC Judge, the Chief Routesetter and the IFSC Delegate. The Jury President has overall authority within the competition area.

### 1.2 Team clothing

All competitors, while climbing, shall wear their national team top (T-shirt) with the bib number on the back. The bib number must be clearly visible (pay attention if you have long hair!).

The national federation must make sure the team top is made according to the IFSC regulations.

### 1.3 Coaches

Each team is allowed to register:

- 1 team manager
- 2 team coaches
- 2 qualified medical or para-medical personnel

They shall be permitted to enter and leave the isolation zone under the same conditions as the competitors.

### 1.4 Technical meeting

- The IFSC shall publish the list of participants at least 4 days prior to the competition.
- Confirmation of competitors before the technical meeting is compulsory. The registration desk for this confirmation will close at least 30 minutes before the start of the technical meeting. No confirmation means that the competitor shall be deleted from the list of participants.
- In special circumstances (airline strike, traffic jams....) an SMS can be sent to the Jury President or the IFSC Delegate to confirm the presence of the registered competitors.

- At the technical meeting, the Official Starting Lists will be handed out (and the event schedule confirmed).
- Prior to each round, all competitors eligible to enter that round, shall **reconfirm** their presence at the registration desk (Article 3.4.1 and 3.5.1). Any absent competitors shall be deleted from the Official Starting list but the starting order and, if applicable, the allocation to groups shall remain unchanged.

## 2 COMPETITION PROCEDURE

Lead competitions take place on artificial walls. The routes must have a minimum length of 15 meters. All lead competition routes shall be climbed on-lead with the competitor belayed from below. A lead competition normally consists of a qualification round, a semifinal round, a final round and when necessary a superfinal round (only in Championships).

### 2.1 Qualification round (flash)

On the day of the qualification round the competitor needs to confirm his/her presence at the registration desk of the warming-up area. It is the responsibility of the competitor to be ready when it is his/her time to climb.

The qualification routes are climbed flash. Video recordings of all flash routes should be continuously played back in the warming-up area, using one screen for each route. If video recordings are not possible, a live demonstration of each flash route shall be done before the attempt of the first competitor. Routes for male competitors should be demonstrated by men and routes for female competitors should be demonstrated by women.

The qualification round takes place on two non-identical routes which are attempted by all competitors. The starting order of the first qualification route shall be randomized. The starting order of the second qualification route shall be in the same order of the first route but with a stagger of 50%.

Example 1: When 20 competitors are in a category then the competitor who climbed 11th on the first qualification route will climb 1st on the second qualification route.

Example 2: When 21 competitors are in a category then the competitor who climbed 11th on the first qualification route will climb 1st on the second qualification route.

These starting orders will be used when the routes are climbed simultaneously and also when the routes are climbed one after the other.

Each competitor has a minimum resting time of 50 minutes between the end of the attempt on the first route and the start of the attempt on the second route.

The ranking of the qualification round will be made as follows:  $\sqrt{R1 \times R2}$ , where R1 is the ranking of the competitor in the first route and R2 is the ranking of the competitor in the second route. A lower number represents a better score.

Examples:

- 2<sup>nd</sup> in first route, 8<sup>th</sup> in second route:  $\sqrt{2 \times 8} = \sqrt{16} = 4$
- 4<sup>th</sup> in first route, 1<sup>st</sup> in second route:  $\sqrt{4 \times 1} = \sqrt{4} = 2$
- 4<sup>th</sup> in first route, 9<sup>th</sup> in second route:  $\sqrt{4 \times 9} = \sqrt{36} = 6$

The starting order of the semifinal and final round is the reverse of the previous round.

## **2.2 All other rounds (on-sight)**

### **Isolation Zone**

The closing time of the isolation is very strict! No cameras, no mobile phones, no other communication devices are allowed. No communication with persons outside the isolation is permitted (red card!). Only competitors for the actual round of the competition and official coaches/managers/medical personnel and competition officials can enter.

### **Observation**

During observation, the same rules as when in the isolation apply: seeking information from persons outside the isolation area is not allowed.

The competitors (as a group) shall be permitted to observe the on-sight route for a period of (normally) 6 minutes. Competitors may touch the first holds, without leaving the ground with both feet. Binoculars (without camera) are allowed. Making sketches of the route is allowed.

At the end of the observation period, competitors must immediately return to the isolation zone (a competitor can get a yellow card for not returning immediately).

### **Call Zone**

The Call Zone is an area between the isolation zone and the competition zone. A competitor will receive the official instruction to go to the call zone when it is his/her turn to climb. Team managers or coaches can not accompany the competitor in the Call Zone.

The competitor shall make the last preparations to be ready to start: for instance the team top (with bib number), harness...

Normally the competitor has to tie into the rope in the Call Zone. The only tie in method allowed is a figure of eight knot with an extra knot.

### 3 CLIMBING

- When entering the competition zone, the competitor can use a maximum of 40 seconds for a last observation (also for flash routes). These 40 seconds are not part of the maximum climbing time.
- When instructed to start, the competitor must do so immediately.
- Maximum climbing time for qualification routes: 6 minutes, for all other routes: 8 minutes. The competitor may always ask the judge how much time is left. **The last minute will not be announced (new 2011).**
- Allowed to be used for climbing: all the holds and structures, cracks between sections.
- Not allowed to be used for climbing: quickdraws, hangers, edges of the wall, top of the wall, holes for T-nuts (not allowed for the hands).
- Black tape: the area on the other side of the black tape cannot be used for climbing.

#### Clipping

- All quickdraws must be clipped in the right order.
- The first quickdraw may be clipped from the ground (if possible).
- Un-clipping and re-clipping a clipped quickdraw is allowed except when the competitor has skipped the previous quickdraw.
- A “Z-clip” (\*) must be fixed. It can be fixed by unclipping and reclipping any of the quickdraws involved.



(\*) **Example of a Z-clip:** the competitor takes the rope under the last clipped quickdraw and clips the following quickdraw. She thus creates a Z-clip.

- A competitor is in a legitimate position to clip, or is allowed to downclimb to clip when he/she is able to touch any part of the quickdraw with a hand without



having to haul up the quickdraw with a foot.

- Sometimes a hold and a quickdraw are marked with a (blue) cross. This quickdraw must be clipped not later than from the marked hold. If a competitor does not do so, he/she will not get extra points when touching/holding a hold beyond the marked hold.
- TOP = when the last quickdraw is clipped from a legitimate position.

## **4 TECHNICAL INCIDENTS**

In the case of any occurrence that results in a disadvantage, the competitor can claim a technical incident. If the technical incident is verified, the competitor gets a recuperation time of 2 minutes per hold he/she had used before the technical incident (with a minimum of 20 minutes). Technical incidents can be: a broken or loose hold, wrong position of a quickdraw, tight rope.... etc. The best of the 2 attempts will be counted. If the competitor chooses to continue his/her attempt after a technical incident has occurred, then he/she can no longer claim a technical incident.

## **5 SCORING**

The IFSC Judge is responsible for making sure that there is a numbered topo for each route. Only handholds are given a number. The further along the line of the route, the higher the number.

- When a hold is touched (at the place where it can be held), the competitor gets that hold number with a minus (-) suffix.
- When a hold is held, the competitor gets that hold number.
- When a hold is held and the competitor makes a climbing movement in the direction of the route, the competitor gets that hold number with a plus (+) suffix.

On the IFSC website, a document is published about how the holds on lead competitions are numbered.

## **6 RANKING AFTER EACH ROUND**

After the qualification round, the 26 best competitors will proceed to the semifinal round. When there is a tie for 26<sup>th</sup> place, all competitors in 26<sup>th</sup> place will proceed to the semifinal round.

After the semifinal, the 8 best competitors will proceed to the final round. When, after applying the countback procedure, there is a tie for 8<sup>th</sup> place, all competitors in 8<sup>th</sup> place will proceed to the final round.

Only for Championships: when, after applying the countback procedure after the final round, there is a tie on the first place, a superfinal shall be held. A superfinal can be held on the same route as the final route or on a new route. The climbing time shall be used to split competitors who are still tied after the superfinal.

At World Cups there will never be a superfinal.

## **7 APPEALS**

All appeals shall be made in English. The appeal fee is 70 Euros. The appeal shall be made to the Jury President. The appeals fee shall be paid to the IFSC Delegate.

In the case of an appeal, the Jury President shall convene an Appeals Jury, which normally consists of the Jury President and the IFSC Delegate. A decision shall be made as quickly as circumstances allow.

If an appeal is upheld, the appeals fee shall be returned. If an appeal is rejected, the appeals fee shall not be returned. If the Appeals Jury can't come to a unanimous decision on the appeal, the original decision shall stand and the appeal fee shall be returned.

- An appeal against a decision of a Judge must be made immediately.
- An appeal against the ranking of a competitor after a round shall be made within 20 minutes after the results of the qualification round or semifinal round have been published (within 10 minutes after the final round and superfinal round).

The Appeals Jury shall make sure that any competitor being downgraded after an appeal from another competitor is informed.

### **Appeal after an appeal**

An appeal against the consequences of the decisions made by the Appeals Jury of another appeal shall be lodged within 10 minutes after the publication of the decision of the Appeals Jury. For the final and superfinal rounds such an appeal shall be made immediately after publication.

## **8 AWARD CEREMONY**

The best 3 finalists must be present at the award ceremony.