

SPEED

Rules Light 2011



International Federation of Sport Climbing
www.ifsc-climbing.org



Rules Light Speed 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

2.1 General

Speed competitions normally consist of a qualification round and a final round. The routes are climbed on toprope.

The climbing time is determined by mechanical-electric timing (the competitor strikes a switch at the top of the route) but manual timing is also possible. When mechanical-electric timing is used, the climbing time shall be measured with an accuracy of 0.01 second.

The route(s) will be demonstrated, first at slow speed and then at race speed. After the demonstration of the routes there will be an observation period of 4 minutes. During the observation period, competitors are allowed to touch the first holds without leaving the ground with both their feet.

On being called to the start of a route, the competitor has to stand in a position approximately 2 meters in front of the wall. At the command "At your marks", each competitor shall take a starting position: the competitor has one foot on the floor (or on an electronic device), the other foot in any position and one or both hands on the first handhold. When the competitors are **motionless**, the starter shall ask "ready?" then say "attention", and then (less than 2 seconds later) say "go" (or give a loud signal). At the top of the route the competitor shall stop the timing device by striking the switch with his/her hand.

False starts: in the case of a false start, the starter shall stop both/all competitors immediately. A competitor committing two false starts in the same heat shall be eliminated. The mechanical-electric timing system shall incorporate a reaction time of 0.1 second, i.e. a starting pad signal within the first 0.1 second after the starting signal implies a false start.

3 CLASSIC FORMAT

Two routes of the same length and of similar profile and difficulty.

Isolation

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.

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 into the Call Zone.

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

Qualification round

- The starting order of the qualification round shall be the reverse of the current WR. Non-ranked competitors shall start first in the round in randomized order.
- Each competitor shall first climb route 1. Following the successful completion of this, he/she shall proceed to climb route 2.
- A competitor who fails to successfully complete his/her attempt on the route(s) shall be eliminated and ranked in last position.
- The competitors shall be ranked by adding the climbing times of both qualification routes.

Final round

The final round is always carried out in heats (= knock-out system).

Competitors still in the competition after the qualification round	Number of competitors proceeding to the final round
16 or more	16
8 to 15	8
4 to 7	4
Less than 4	The qualification round shall be re-run until at least 4 competitors qualify for the final round.

The competitors shall climb 2 routes in each heat. The winner of the heat is decided by adding the climbing times of both routes.

Example with 16 finalists: The competitor ranked no. 1 will climb against the competitor ranked no. 16 (no. 2 against no. 15 etc.). They both will climb the two routes. The winner of the heat will return to a separate isolation, the loser is (knocked) out. The 8 winners will proceed to the next stage. Then 4 to the next stage. The competitors ranked 1st and 2nd will compete for the first place. The competitors ranked 3rd and 4th will compete for the 3rd place (called small final).

4 RECORDS FORMAT 2 LANES

Two routes of identical length, design and profile. All rounds are climbed flash.

Qualification round

Both routes are climbed simultaneously and competitors shall always climb in pairs. The competitors are split at random into two equally, or almost equally, large groups and the starting lists for the two routes are randomized. When a competitor has finished his/her attempt on one route, he/she is added at the end of the starting list of the other route.

Example with an even number of competitors in a category (8 competitors) and an example with an uneven number of competitors in a category (7 competitors).

Even number (8)		Uneven number (7)	
Route A	Route B	Route A	Route B
1	5	1	5
2	6	2	6
3	7	3	7
4	8	4	1
5	1	5	2
6	2	6	3
7	3	7	4
8	4		

- Only the best attempt counts. This means that in the qualification round, the competitors are allowed to fall once
- A competitor who fails to successfully complete his/her attempt on **both** routes shall be eliminated and ranked in last position.
- The competitors shall be ranked by the best climbing time of one of the qualification routes.

Final round

The final round is always carried out in heats (= knock-out system).

Competitors still in the competition after the qualification round	Number of competitors proceeding to the final round
--	---

16 or more	16
8 to 15	8
4 to 7	4
Less than 4	The qualification round shall be re-run until at least 4 competitors qualify for the final round.

The competitors will climb one route in each heat. The winner of the heat is the one with the fastest climbing time.

Example with 16 finalists: The competitor ranked no. 1 will climb against the competitor ranked no. 16 (no. 2 against no. 15 etc.). They will climb one route. The winner of the heat will return to a separate isolation, the loser is (knocked) out. The 8 winners will proceed to the next stage. Then 4 to the semi final. The winners of the semifinal will compete for the first place. The losers of the semifinal will compete for the 3rd place (called small final).

5 RECORDS FORMAT 4 LANES

Four routes of identical length, design and profile. All rounds are climbed flash.

Qualification round

- A seeding list shall be prepared with the competitors placed in accordance with the current World Ranking and unranked competitors added at random in the later part of the list.
- The competitors shall then be placed in groups in the order of seeding in a zigzag distribution in the manner shown in the following examples (in each group between two and four competitors will attempt the routes). The starting order of the groups shall be random.

Group	Seeding number			
A	1↓	10→	11↓	
B	2	9	12	
C	3	8	13	
D	4	7	14	17
E	5→	6↑	15→	16↑

Example with 17 competitors, thus 5 groups

Group	Seeding number			
A	1↓	8→	9↓	16
B	2	7	10	15
C	3	6	11	14
D	4→	5↑	12→	13↑

Example with 16 competitors, thus 4 groups

- Each competitor shall climb twice and the best attempt counts (competitors shall switch places). This means that in the qualification round, the competitors are allowed to fall once.
- A competitor who fails to successfully complete his/her attempt on **both** routes shall be eliminated and ranked in the last position.
- The competitors shall be ranked by the best climbing time of one of the qualification routes

Registered competitors	Number of competitors that may qualify for the final round
16 or more than 16	16
8 to 15	8
4 to 7	4

Final round

The competitors shall be placed in heats in the order of Qualification Ranking in a zigzag distribution in the following manner (example with 16 finalists/quarter final):

Heat	Qualification Rank			
A	1↓	8→	9↓	16
B	2	7	10	15
C	3	6	11	14
D	4→	5↑	12→	13↑

The competitors shall climb one route in each heat. The two competitors who have successfully completed their attempt with the lowest climbing time in each heat shall qualify for the subsequent stage of the final round. The other competitors shall be ranked in accordance with their climbing time in that stage of the final round.

6 TEAM SPEED

The wall for team speed consists of four World Record routes called route A1, A2, B1 and B2 from left to right. Routes A1 and B1 shall have two separate belay systems with two belaying teams where as routes A2 and B2 shall have one belay system with one belaying team.

A team shall consist of 3 competitors. At least one of these 3 competitors shall be female. Each member federation is permitted to register a maximum of two teams.

Team speed competitions shall normally consist of a qualification round and a final round. Each competitor of a team climbs only once in the qualification round and, if the team is qualified, once in each heat in the final round.

The starting order of the qualification round shall be randomized.

In the qualification round shall each team will be ranked in accordance with the total time achieved by that team.

Number of teams in the final round

Registered teams	Number of teams that may qualify for the final round
8 or more than 8	8
4 to 7	4
2 or 3	2

6.1 Climbing procedure

On being called to the start of a route, all competitors of each team shall take up a position approximately 2 meters in front of the wall and all competitors shall be pre-clipped.

While the first competitors are climbing, the second competitors of each team shall take a starting position on respectively route A2 or on route B2. Once the first competitor of a team has successfully struck the top timing device, the second competitor of a team shall commence his/her attempt. The third competitors shall then take a starting position on respectively route A1 or on route B1 while the second competitor of his/her team is climbing. The third competitor shall commence when the second competitor of his/her team has successfully struck the top timing switch.

6.2 False starts

A team shall be eliminated when the first competitor of a team makes two false starts in the qualification round or in the same heat in the final. A team shall also be eliminated when a competitor of a team, other than the starting competitor, makes a false start.

A false start will be logged if the second or third competitor commences their attempt before the previous competitor of his/her team has struck the top timing switch.

6.3 Technical incidents

Qualification round: If a competitor suffers a technical incident and interrupts his/her attempt, the opponent team shall continue to climb. If the technical incident is confirmed, the affected team shall start a new attempt.

Final round: If a competitor suffers a technical incident and interrupts his/her attempt, the opponent team shall continue to climb. If the technical incident is confirmed, then both teams shall re-start the heat.

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 (if present). 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 the qualification round shall be made within 20 minutes after the results of the qualification round have been published.
- An appeal in the final round must be made immediately and is free of charge.

8 AWARD CEREMONY

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