

Cullowhee Rock & Rumble Fest

Event Format

The Cullowhee Rock & Rumble Fest is strictly a bouldering competition which will follow the traditional red point format. Every problem is a sit-start unless otherwise stated. Natural features are on unless otherwise stated. Points will be awarded based on completion of the problem and may be considered complete only when the final hold is weighted and controlled with two hands. Flashing the problem on the first attempt will earn the climber the highest score available for that problem. Completing the problem on the second attempt will earn the climber the middle score available for that problem (see problem list). Completing the problem in 3 or more attempts will earn the climber the lowest score available for that problem (see problem list).

Once a problem has been completed, initials from two witness or one event judge will be required for verification. Competitors will have **three** hours to climb during which they may climb as many problems as desired. Only the five highest scoring problems will be tallied.

Recreational (VO to V2-), Intermediate (V2 to V4-), Advanced (V4 to V6), and Open (V7+) categories for both men and women and must be declared in the registration packet before competition. Three scores above the grade of your category will result in placement in the next highest category. Two scores in the next highest category are allowed in the five highest scores used to calculate your final score. Scores will be based on the problem's difficulty, i.e. V0 = 0-99 points, V1 = 100-199 points, and so on.

Event Rules

Each competitor will be provided **one** scorecard prior to competition. Scoring is based on the honor system and *only people who have witnessed the entire climb should sign your card.*

Each fall from the problem should be tallied and the score should be assigned accordingly. Competitors who flash the problem should mark the problem with an "Ø" and claim full credit. Completing the problem on the 2nd try earns the middle score. Completing the problem in 3 or more tries earns the lowest score. See the problem list for score values for each problem.

Competitors are allowed unlimited attempts per problem. Once your body has left the ground the problem will be considered started. Any contact with the ground after the start of the problem will be considered a restart. Touching an off route hold will result in a restart, but a foot slip- if on route, not weighted, and not to the ground - will not result in a restart. *Routes marked "No Nats" mean just that. Weighting (including a smear) feet on any non marked part of the wall will result in a technical/fall.*

Because of the nature of our venue, no loose chalk is allowed at the competition. Should you need to purchase or borrow a chalk ball, contact an event staff member.

If a hold spins or an "incident" occurs that gives unfair advantage or disadvantage, competitors may start the problem over without a restart penalty. If they choose to continue the problem they will forfeit that opportunity.

Beta from other competitors is encouraged if asked for (before the climber starts the problem); problem setters, judges, and event staff are not permitted to offer any problem information beyond clarification of the directions.

Competitors may claim two (2) scores from a higher category in their five best scores, however three (3) problems successfully climbed in higher category will result in a bump up.

No food, drinks (except in water bottles), cell phones, or tobacco are permitted in the climbing area.

Only event staff are permitted to adjust or rearrange holds on the wall.

Climbing under the influence of drugs or alcohol is strictly prohibited and will result in loss of access and disqualification.

All Cullowhee Rock & Rumble Fest participants must have filled out and signed a participant agreement, release, and acknowledgement of risk form before being allowed to use the climbing wall.
