

BATTLE IN THE BUBBLE RULES BRIEF

(posted to isolation zone)

- Scoring: 1000pts/problem, 100pts/flash bonus, 15pts/fall
- Falls are only counted up to the FIRST time you reach a highpoint
- You must PULL OFF the ground before moving on (unless it's a "jump start")
- If two start holds are marked, you may begin using only one
- You may touch any holds you can reach from the ground, but if either foot leaves the ground while touching holds, or if you jump to touch holds, it will be counted as an attempt.
- You must SHOW CONTROL of the finish hold (matching isn't necessary)
- ALL features of the wall are ON unless marked off
- You must call a "technical" the instant it occurs – continuing to climb will keep the clock running
- IF YOU WANT TO KNOW THE TIME LEFT, ASK YOUR JUDGE
- DO NOT COMMUNICATE WITH THE CROWD UNTIL YOU'RE FINISHED
- Each finals problem will be scored as a "clean slate"
- Your cumulative score from finals, then your score from semifinals, will be used to break ties. Details below.
- SHOW GOOD SPORTSMANSHIP – bad language or poor behavior may result in your disqualification

IF YOU HAVE ANY OTHER QUESTIONS, CONTACT THE HEAD JUDGE

BATTLE IN THE BUBBLE Rules

1. Description

- a) BATTLE IN THE BUBBLE is a bouldering competition. It will consist of a series of short routes that will be climbed without ropes. All problems will be protected with landing mats, though the climbers will be responsible for landing safely on them.
- b) BATTLE IN THE BUBBLE will consist of a wildcard, semi-final and final round for the Pro division and a single round for the Amateur divisions.
- c) The Pro division is limited to 40 men and 40 women for the semi-final round. 10 men and 10 women will advance to the final round. If there is a tie for 10th place, all competitors tied will advance to finals.
- d) BATTLE IN THE BUBBLE will feature five semi-final problems and five final problems for the Pro division and at least 40 problems for the Amateur divisions.
- e) The Pro division will include a route judge for every problem during the semi-final and final rounds. The Pro wildcard round and Amateur divisions will be peer-judged. A Head Judge will oversee the entire competition. All route judges and competitor appeals will report to the Head Judge.
- f) Each problem shall have pre-designated starting handhold(s) from which all attempts will start. Both feet must leave the ground and control must be established on the starting handhold(s) before the competitor moves off the starting handhold(s). These starting handhold(s) will be clearly marked and consistent among all competition problems.
- g) The finishing hold will be marked in the same color as the starting hold(s) of that particular problem. Control must be demonstrated on the finish hold and the judge must acknowledge that control to the climber before he/she drops off.
- h) The wall may be marked with tape to define problems and/or boundaries between problems and/or parts of the wall that are off limits to competitors. These markings will be fully explained and must be observed.

2. Observation Period

- a) There will be no separate observation period. Observation will only be allowed during the allocated climbing time for the problem.
- b) Competitors must remain in the designated competitor zone at all times. They may not seek to communicate with anyone outside the competitor area designated for each problem.

3. Climbing Protocol

- a) For the semi-final round the climbers must attempt five boulder problems. Competitors will be allotted 4 minutes for each problem. If the competitor is on the wall when the climbing period ends, the competitor will be called off the problem and scored at the hold they were at when time ran out. After each problem, the climber will have a rest period equal to the allocated climbing time.
- b) For the final round, all 10 competitors will attempt the first problem, 6 will advance to the second, 4 will advance to the third, 3 will advance to the fourth, and 2 will advance to the final problem. For the first four problems, competitors will be allotted 3 minutes to engage each problem. When a competitor completes the problem, relinquishes their turn, or finishes their last attempt (if they are on the wall when the signal sounds), a 30 second transition period will begin. Advancing climbers will receive a minimum 5 minute rest before beginning their next problem.
- c) For the fifth problem of the final round:

- a. The final two competitors for each gender will compete head to head, taking turns on attempts.
- b. There will be a one minute transition between competitor attempts.
- c. There will be a two minute rest period after the third and fourth attempt rounds.
- d. There will be a maximum of five attempts per competitor.
- d) The beginning and ending of each climbing period shall be announced by a loud, distinct signal.
 - a. In the semi-final round, at this signal, competitors will be scored at the hold which they are controlling, and they will stop climbing and enter the resting area. Climbers in the rest area will move onto their next problem to climb.
 - b. In the final round, at this signal competitors on the wall will be allowed to finish their attempt and will be scored at their highpoint, but they may not begin another attempt after the signal once they return to the ground.
- e) Competitors must step off the ground and establish themselves on the starting handhold(s) before moving to the first hold. If there are two starting handholds competitors may use only one to begin the problem.
- f) An attempt is considered an attempt when every part of the body of the competitor has left the ground (including failed attempts to establish the first hold on a problem that is a "jump start").
- g) Brushes may be used by competitors to clean holds that may be reached from the ground.
- h) The use of any other substance than chalk can only be authorized by the Head Judge for the event.
- i) Natural wall features are considered "on" for all problems unless marked off.
- j) Competitors may test and touch any holds they can reach from the ground, but they may not remove either foot from the ground nor jump from the ground to test holds. If their feet leave the ground to feel holds it will count as an attempt.

4. End of Attempt

- a) An attempt is considered successful when the finishing hold is held with one or both hands and the judge announces "OK" or signals to the competitor that control of the final hold has been given. An attempt is also successful if the competitor stands on top of the boulder.
- b) An attempt is considered finished in the case of a return to the ground or at the end of allocated climbing time.
- c) The competitor will be stopped if he/she climbs outside the boundaries or uses a hold which is marked off route.

5. Technical Incident

- a) A technical incident is defined as any occurrence that results in a disadvantage or unfair advantage to a competitor which is not the result of an action on the part of the competitor. Technical incidents include, but are not limited to: broken holds, loose holds, stray tape, etc.
- b) In the event of a technical incident, the competitor may elect to continue climbing or may call a technical and must notify the route judge immediately. If the competitor elects to continue climbing on the same attempt as the technical occurs, that attempt will be scored normally. If the climber calls the technical and stops climbing, the next attempt taken on the problem will count as a continuation of that attempt.
- c) If conditions arise that create an unfair advantage for a competitor, calling a technical will be at the discretion of the head judge.

- d) If the technical incident can be repaired before the end of the current climbing period, the climber affected by the technical will be offered the opportunity to continue with his/her attempt. If the climber elects to continue then the technical incident is finished and no further appeals will be allowed. If the climber elects not to continue within the current climbing period then the climber will resume their attempts on that particular problem at a time designated by the Head Judge. The Head Judge will decide what time has elapsed and award the victim of the technical that amount of time plus 30 seconds to continue their attempts on that problem.
- e) If the incident cannot be repaired before the end of the rotation time, at the signal announcing the end of the rotation time, the round will be stopped for the victim of the technical as well as for all the climbers on preceding problems. For all other climbers, the round will continue. After the repair, the victim of the technical will be allowed to climb for the amount of time designated by the Head Judge. After this is completed the competition will resume as normal for all climbers. For the semi-final round this will only affect the competitors of the same gender as the competitor with the technical. For the Final round, this will affect both genders.

6. Rank/Scoring

After each round of competition the competitors will be ranked according to the following set of guidelines:

- a) Scoring for each boulder problem for both semi-final and final rounds will be as follows:
 - a. Starting holds will not be worth any points.
 - b. Each problem will be worth 1000 points in total.
 - c. Each successive handhold "controlled" will be worth points equal to 1000 divided by the total number of handholds in the problem.
 - d. 15 points will be deducted for every unsuccessful attempt, but not for the successful ascent of a problem. Points will only be deducted for unsuccessful attempts up to the first instance of a competitor's high point (e.g., if a competitor's highpoint is hold #8 and they reached that hold on their 2nd and 5th attempts, only 15 points will be deducted).
 - e. 100 point bonus will be earned per problem flashed.
- b) Should the climber fall while attempting the boulder problem the furthest hold controlled along the problem will be recorded. The issue of "control" will be determined by the route judge.
- c) Full points will be awarded to the climber if he/she gains control of the finishing hold with one or both hands and the route judge acknowledges "control" to the competitor (minus 15 points per failed attempt to the finishing hold).
- d) The ten competitors entering the final round will start the round with 1 through 10 points respectively to their standing from the semi-finals round.
- e) Advancement through eliminations in the final round:
 - a. Each problem in the finals round will be a "clean slate". Competitors will advance or be eliminated based on their performance from the single problem on which they have just competed.
 - b. In the event of a tie on a problem between competitors on the cusp of advancement/elimination to the next problem their cumulative score in final round will be used to determine who advances and who is eliminated.
 - i. In the event of tied cumulative score in finals between these competitors, the results from the semi-final round will be taken into account.

- ii. In the event of a tied cumulative score in finals and tied results from the semi-final round, all tied competitors in question will advance to the next problem.

7. Isolation Zone

- a) The isolation zone is 1) the area in which competitors warm-up prior to the competition round and 2) the competition area during the competition. After leaving the warm-up isolation zone to compete, competitors may not return to that area for any reason.
- b) Competitors must report to warm-up isolation at least one hour prior to their assigned starting time for either round.
- c) No coaches will be permitted in either isolation zone for either round unless special permission has been granted from the Head Judge.
- d) Any person seeking access to an isolation zone must get approval from the Head Judge before gaining entry to this area.
- e) Competitors are considered to be in the isolation zone until they have completed all of their climbing.

8. Exclusion

- a) The event organizers, The Spot Bouldering Gym and Professional Climbers International, reserve the right to disqualify or exclude competitors who fail to follow instructions from a judge or whose behavior is deemed unacceptable or inappropriate in our climbing community.

9. Infringements

The following infringements may result in a foul for the competitor. Two minor fouls will be allowed competitors, however three fouls during the competition (both rounds together) will result in immediate disqualification. Serious offenses may warrant immediate disqualification without prior fouls.

- a) Illegally gathering information about any of the competition routes. This includes spectators shouting beta from the crowd.
- b) Leaving the isolation area without an escort or permission from the Head Judge.
- c) Refusal to follow instructions from any member of the competition staff.
- d) Unsportsmanlike behavior, including but not limited to swearing and throwing equipment.

10. Competitor Appeals

All competitors have the right to appeal any decision rendered by a route judge.

- a) All appeals involving a technical incident must be lodged immediately with a route judge.
- b) All appeals involving the scoring of an individual route must be lodged immediately (judges will affirm each highpoint with competitors, and competitors will be required to sign-off on their scorecard after each problem).
- c) All appeals of the semi-final or final round results must be made within 15 minutes of scores being released from the Head Judge.
- d) All decisions rendered by the Head Judge are final.

11. Running Order / Ties

- a) The Head Judge will arrange the order of the competitors for the semi-final round. It will be posted at The Spot Bouldering Gym and www.thespotgym.com the day prior to the semi-final round by 11pm. Last minute additions will be added where open slots have been incorporated into the schedule.
- b) The finals running order will be arranged:
 - a. First by the climber's performance in the semi-final round. The climbers scoring the highest point total in the semi-final round will be placed last in the rotation for the finals round. Climbers will be arranged randomly when ties occur in their respective position.
 - b. During finals, ranking will be determined for climbers advancing through the elimination problems by the climber's performance on the last problem. The advancing climbers scoring the highest point total on a problem will be placed last in the rotation for the next problem (finals two through four). Climbers advancing with a tied performance on a problem will maintain the same respective order used in the preceding problem.
 - c. For the fifth problem in the final round, the climber with the highest cumulative point total in the final round will go second in order.
- c) In the event of a tie for first place at the end of the final round, the cumulative score from the final round will determine the winner. In the event of a tie on the final problem and tied cumulative scores from the final round, a super-final shall be held on one problem.
- d) Ties amongst competitors who win competition money will be handled the following way:
 - a. A tie amongst two competitors in position to receive prize money will result by combining both purses for their respective positions and dividing them evenly (whatever the prize purse is for the tied position and the next position down).
 - b. A tie between two or more climbers (except for first place) will be acknowledged as a tie for that respective position and as a result all the remaining standings will be changed accordingly.

12. Super Final

- a) A super-final will be held if both the results of the semi-final and final rounds render a tie for first place in either gender.
- b) There will be a one problem super-final. Competitors will follow the same format as the fifth problem in the final round and it will be scored the same as in the semi-final and final rounds.

13. Video

- a) The use of video for judging purposes during the competition is solely at the discretion of the Head Judge.
- b) The use of video is not required to answer an appeal regarding any decision rendered by a route judge