

Over the Falls Climbing Competition - RULES

Welcome to Over the Falls Climbing Comp, the first roped climbing event in the Twin Falls area. This fun, community-based competition is for climbers of all skill levels and intended to reflect our amazing climbing community and the great crags we are blessed with in the Snake River Canyon.

General Rules & Considerations for all climbers:

- Use of helmets is encouraged. Climbers are expected to use industry standard climbing procedures including, but not limited to, Figure 8 follow through knot, PBUS belay method, redundant anchor systems, and closed rope with knots at both ends. Climbing is inherently dangerous and SICC is not responsible for any injury or loss during the competition.
- Use proper and respectful climbing etiquette. Don't hog routes. Be polite and friendly.
- You must practice Leave No Trace principles at all crags. Pick up after yourself and others. Do not play music outside. Remember we are on others' land, so be respectful.
- Please no dogs during this event.

Non-Competitive Top Rope Division:

- Climbers may arrive and register anytime between 8 am-12 pm. Registration at Comp Headquarters (small park next to Shoshone Falls boat ramp).
- The Midway area will be set up for top rope climbers in this division. Climbers will need to provide their own trusted belayer.
- Registered climbers will be entered in the raffle.

Competitive Team Lead Division:

- All competitive team lead climbers must be at Comp Headquarters (small park next to Shoshone Falls boat ramp) by **7:30 am** for comp briefing and to receive scorecards. If registering day of, must arrive before 7:30 am.
- Only routes climbed between **8:00 am and 4:00 pm** on the comp day count toward your total points. No late cards will be accepted!
- Climbers in the team divisions are composed of two climbers (one lead climber and one top rope climber). One partner leads the route and the other top ropes and cleans the route. Therefore, both climbers must climb the same route to score points. You can switch roles as you go such that the lead climber of one route becomes the top rope climber of the next route.
- All climbers must have clean ascents to count towards their score. Lead climbers **must onsight or redpoint** the route (no hangs or falls!). Following climbers, if not leading, **must also have a clean ascent** (no hangs or falls!). If you fall or hang, you cannot count that attempt towards your score. Lower down and try again or move on to another route. If you have not successfully completed the route after two tries, you must move on to another route. If a party is waiting, please be courteous and let them attempt the route.
- You must clip every bolt on a climb. Any participant caught intentionally skipping bolts will be disqualified.
- **BE HONEST** in your efforts. If you fall or hang, you cannot count that attempt. Ultimately, you either climbed the whole route from bottom to top cleanly or you did not. Pulling on draws, using

bolts as footholds/handholds, and getting winched up the wall by your belayer is not honest or a clean ascent. Play by the rules.

- Your total points for the comp are determined by the sum of your 10 hardest completed routes.
- No climbing at Gawker Wall for the competition.
- Score cards must be submitted **no later than 3:30 pm**.
- Competitors may only submit up to **4 routes per sector** towards their 10-route total, so you must visit at least three different sectors. There are eight total sectors for this competition comprised of the following crags:
 - **Midway Sector:** The Midway, Picnic Crag
 - **Roman Sector:** Roman Wall
 - **Prow Sector:** The Prow
 - **Auger Sector:** Megablock
 - **Tragic Sector:** Tragic Alley
 - **Hidden Sector:** Hidden Cliff, Skunk Cave
 - **Alcove Sector:** The Alcove, Mayberry (left side)
 - **North Shore Sector:** North Shore, Little Italy, Tall Cliffs

COMPETITIVE TEAM LEAD DIVISIONS:

- **Team Recreational:** routes up to 5.9. If either partner climbs a 5.10a or harder route, the team is bumped up to the Team Intermediate division.
- **Team Intermediate:** routes up to 5.11d. If either partner climbs a 5.12a or harder route, the team is bumped up to the Team Advanced division.
- **Team Advanced:** routes up to 5.13

SCORING: Routes will be scored based on the rating assigned to each climb in either the Idaho Underground guidebook or as listed on Mountain Project. If there is a discrepancy between these two sources for the rating of a given route, the lower of the two will be used. Slash ratings are assigned the lower letter (i.e., 5.11b/c = 5.11b or 10 points). Point totals for each route’s rating are shown below:

Rating	Points	Rating	Points	Rating	Points
≤5.6	1	5.10c	7	5.12a	13
5.7	2	5.10d	8	5.12b	14
5.8	3	5.11a	9	5.12c	15
5.9	4	5.11b	10	5.12d	16
5.10a	5	5.11c	11	5.13a	17
5.10b	6	5.11d	12	5.13b	18

BONUSES:

- **FA Love (+4 points):** Climb routes established by at least four different first ascensionist.
- **One Simple Word (+5 points):** Climb only one-word route names. For example, Ziploc, Gladiator, Dude, etc.
- **Multipitch Madness (+8 points):** Climb the two-pitch route at Tragic Alley.
- **Double Up (+6 points):** Climb two different routes of the same rating, then two more of a different rating, for a total of five different ratings. For example, climb two 5.8 routes, two 5.9 routes, two 5.10a routes, two 5.10b, two 5.10c routes.
- **Getting’ Around (+10 points):** Climb routes from seven different sectors.
- **Down Climb Challenge (X2):** Downclimb (no tension on rope or in harness) route on top rope (no hanging!) for double points. For example, if you downclimb a 5.10a route worth 5 points, then you get 5 X 2 = 10 points for completing the challenge. **CAN ONLY BE USED FOR ONE ROUTE!**