

COMPETITION RULES FOR BEGINNERS, INTERMEDIATE, MASTERS AND YOUTH CATEGORIES



PUMPFEST FORMAT

Climbing Structure

1. Design of boulders

- Each boulder shall have a clearly marked start which shall consist of:
 - a) *Marked handhold(s) for both hands; and*
 - b) *Marked foothold(s) for both feet.*
 - c) *The use of taped "flashes" to mark as the start a blank or unbounded area of the wall is not permitted.*
 - d) *In exceptional circumstances, the starting holds may be labelled left and right to denote a specific required starting position.*
- Each boulder shall have a clearly marked finish which shall be either:
 - e) *A designated finishing hold; or*
 - f) *A defined standing position on top of the boulder.*
- The maximum number of handholds for one boulder shall be twelve (12) and the average number of handholds per boulder in any round shall be between four (4) and eight (8).

2. Safety

- Each boulder shall be designed:
 - a) *In such a way that the lowest part of the body of the competitor shall never be higher than three (3) meters above the landing mat; and*
 - b) *So as to avoid the danger of a competitor's fall injuring the competitor, or injuring or obstructing any other competitor or third party; and*
 - c) *Without any downward jumps.*
- Landing mats shall protect each boulder. It is the responsibility of the Chief Route-Setter to position the mats provided by the organiser, and to adjust the number and character of the boulders to the mats available. If mats are joined, the gaps shall be covered in order to avoid that competitors can fall in between them.



3. Personal Equipment

Competitors are not permitted to carry or use any audio listening equipment during observation or whilst climbing.

4. Safety Checks

The Jury President, the Head Judge and the Chief Route-Setter shall inspect each boulder and the safety matting for that boulder prior to the start of each round in order to ensure the maintenance of safety standards. In particular, the Head Judge and the Chief Route-Setter shall ensure that all boulders comply with the requirements of Articles 5.3.1 and 5.3.2 of the Sport Climbing Australia General Rules for Bouldering.

Scoring and Timing

1. Scoring

- During the Pumpfest, each group will have numerous problems to attempt in the allocated time of varying difficulty.
- Each climber will be awarded an additional point for a flash. A top on any attempt after the first attempt will be awarded the points relative to the grade of the climb. Placing at the end of the event will be awarded according to the total points of each climber top 8 climbs. Climbers who score the same points will be separated according to highest 'raw' score (without flash points) composition. If scores remain equal, the 9th climb will be taken in to account and so on until one climber is ranked higher.

2. Timing

- Each round of the Pumpfest will run for 2 hours.
- An electronic timing system shall be used for the final round to display the climbing time remaining. The timing display(s) should show time remaining to the nearest second.

Climbing Procedure



1. The Start

- An attempt shall be deemed to have started when every part of the competitor's body has left the ground.
- Having left the ground, competitors must achieve the start position before making any other climbing movement.
- If a competitor cannot reach the starting holds from the ground, they shall be permitted to start the boulder by jumping for the starting holds.

2. Completion of Attempt

- An attempt on a boulder shall be considered successful when the competitor has:
 - a) *Controlled the marked finishing hold of the Boulder with both hands; or*
 - b) *Where the top of the boulder is indicated, achieved a standing position on top of the boulder, in each case within any fixed time period defined for the competitor's attempts.*
- An attempt on a boulder shall be considered unsuccessful if the competitor fails to control with both hands the marked finishing hold or, if relevant, achieve a standing position on top of the boulder; or the competitor:
 - a) *Fails to start the boulder in accordance;*
 - b) *Uses any part of the wall, holds or features demarcated using continuous and clearly identifiable black tape (or if another colour is required to be used, as specified by the Jury President in a technical briefing to competitors);*
 - c) *Uses with their hands any holes provided for the placement of bolt-on holds , excluding any such hole on a bolt-on hold;*
 - d) *Uses any advertising or informatonal placard affixed to the wall, or any part of such material;*
 - e) *Uses the side edges or the top edges of the wall for climbing;*
 - f) *Touches the ground with any part of the body; or*
 - g) *If a fixed climbing period has been defined, fails to complete their attempt before the end of that period;*

Technical Incidents

- 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.
- The judge's decision is final as there is no opportunity for appeal in this format.