



RULEBOOK

QUALIFYING COMPETITION RULES

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1. GENERAL

- a) Registration for all competitions closes at 11:59 pm on the Sunday prior to the start of the event.
 - i) Registration fees for qualifying competitions (not including State Finals) shall be:
 - 1) \$10 for members of the host facility
 - 2) \$30 for non-members of the host facility
 - 3) \$35 for non-members of the host facility who need gear rental
 - ii) During the registration period, competitors self-select into one of eight categories based on gender and skill level as follows:
 - 1) Division One Male – maximum 5.9 or V1
 - 2) Division One Female – maximum 5.9 or V1
 - 3) Division Two Male – Maximum 5.10 or V2
 - 4) Division Two Female – Maximum 5.10 or V2
 - 5) Division Three Male – Maximum 5.11 or V4
 - 6) Division Three Female – Maximum 5.11 or V4
 - 7) Division Four Male – 5.12 or V4 and up
 - 8) Division Four Female – 5.12 or V4 and up
 - iii) During the season, competitors may not compete in a Division lower than the highest Division they have previously competed in without approval from the Director.
 - iv) During the season, a competitor in Division one, two, or three who wins a competition must compete in a higher Division at the next event in which they participate.
 - v) During a competition, competitors may choose to move up into a higher Division but may not move to a lower Division after the competition has begun.
 - vi) See Appendix A for clarification on self-selection of Divisions.
- b) Prior to the start of an event, no members of a WHSCL Climbing Team, regardless of whether they will be competing in the event, shall climb any routes clearly designated as part of that event.



1. GENERAL

- i) At the discretion of the WHSCL Director, some areas of the host facility may be disallowed from use prior to the start of an event.
- ii) Climbing Teams or team members may be subject to disqualification if found to have climbed any competition routes or in any disallowed areas prior to an event.
- c) All qualifying competitions will be in a modified redpoint format. In the modified format, competitors compete in two rounds:
 - i) a qualification round including all competitors; and
 - ii) a final round including from the preceding qualification round the top five ranked positions of categories D2, D3, and D4.
Note: D1 will not qualify for the final round.
- d) In the qualification round, competitors have the goal of completing the highest quantity of routes or boulders, where each climb has the same value, and scores on all climbs are counted.
- e) In the final round, competitors have the goal of either:
 - i) for a Top Rope Format competition, attaining the highest position in a single Attempt on one route; or
 - ii) for a Boulder Format competition, completing the highest quantity of boulders in the fewest Attempts within a fixed time period.



2. FIELD OF PLAY

2.1 TOP ROPE FORMAT QUALIFYING ROUND

- a) The qualification round duration, number of routes, and maximum number of Attempts shall be determined by the WHSCL Director with the goal of allowing each competitor at least one Attempt on each route, and shall include:
 - i) a qualification round of no less than two hours (at the discretion of the WHSCL Director, time may be added for one or more Divisions prior to the end of the round) Note: competitors making an Attempt when the qualification round ends shall be permitted to finish their Attempt; and
 - ii) three to five routes assigned to each Division, with each Division having the same number of routes (a route may be assigned to more than one Division) and where each Division climbs only routes assigned to their Division; and
 - iii) a limit of one to three Attempts a competitor may make on a given route, where that limit applies to all routes.
- b) Each route must:
 - i) make Use of only one color of Artificial Hold; and
 - ii) have a marked Start Position; and
 - iii) have a scored TOP (final) hold; and
 - iv) have four to ten numbered Scored Holds in addition to the TOP (final) Scored Hold. Note: routes are not required to all have the same number of Scored Holds.
- c) The marking of each route shall be as follows:
 - i) the Category and color of Artificial Hold allowed shall be clearly marked; and
 - ii) the Start Position shall be marked with two tape flashes; and
 - iii) the Scored Holds shall each be marked with a flash of tape connected to a numbered placard indicating the scoring number of the hold; and
 - iv) the TOP (final) hold of a route shall be marked with a flash of tape connected to a "TOP" placard.
- d) Each route shall be judged by a designated Route Judge.



2. FIELD OF PLAY

2.2 TOP ROPE FORMAT FINAL ROUND

- a) The top five ranked positions of Divisions two, three, and four from the preceding qualification round will compete in a final round.
- b) An Isolation Area shall be prepared prior to the start of the final round.
- c) One route shall be prepared for each Division, and shall:
 - i) make Use of only one clearly designated color of Artificial Hold; and
 - ii) have a Start Position marked by two tape flashes; and
 - iii) have a marked TOP position; and
 - iv) have a Route Map prepared annotating all the Scored Holds on the route. Note: only holds intending to be used as hands will be annotated with a corresponding scoring value.
 - v) See Appendix C for clarification on top rope finals Route Maps.
- d) The round shall be preceded by a collective observation period for the finalists.
 - i) During this period, competitors may:
 - 1) discuss the route only with other finalists from the same Category; and
 - 2) ask only the Route Judge for clarification on the route.
 - ii) During this period, competitors may not:
 - 1) touch any holds or Volumes other than the marked starting position of the route for their Category; nor
 - 2) converse with or receive any coaching from spectators or coaches.
- e) After the observation period, all finalists will be moved to the Isolation Area.
 - i) While in the Isolation Area, competitors may:
 - 1) climb un-rope on any available climbing terrain within the Isolation Area to the point where their head is level with the first quickdraw, or, if available within



2. FIELD OF PLAY

2.2 TOP ROPE FORMAT FINAL ROUND

the Isolation Area, boulder to the top of a bouldering wall; and

- 2) discuss routes with all other competitors (including those in other categories) within the Isolation Area; and
- 3) communicate only with Isolation Area volunteers for accommodations not included within the Isolation Area (i.e., restroom use, forgotten climbing gear, water, etc.).

ii) While in the Isolation Area, competitors may not:

- 1) leave unaccompanied from the Isolation Area; or
- 2) watch other competitors climb the finals route; or
- 3) communicate with any person outside of the Isolation Area; or
- 4) ask Isolation Area volunteers for information about the final routes or other competitors' performances.

f) The starting order for the final round shall be the reverse of the Ranking from the preceding qualifying round (i.e., the best/highest ranked starts last. Where competitors are tied, their starting order shall be randomized).

g) Competitors have one Attempt to attain the highest Scored Hold possible in the smallest amount of time.

i) During their Attempt, competitors may make Use of any Volumes and Climbing Surfaces within reach unless clearly marked as disallowed by red tape but may only make Use of Artificial Holds in the designated color of the route.

ii) During their Attempt, competitors may not:

- 1) receive Beta or coaching from anyone; or
- 2) communicate with anyone except the belayer and the Route Judge; or
- 3) make Use of any Illegal Aid.



2. FIELD OF PLAY

2.2 TOP ROPE FORMAT FINAL ROUND

- iii) If a competitor is judged to have received any Beta during their climb, or makes Use of any form of Illegal Aid, their Attempt is ended, and they will be scored according to the highest Scored Hold they Controlled at the time their Attempt was judged to have been ended.
- iv) After a competitor's Attempt is ended, they return to the crowd. Competitors may not return to the Isolation Area until the competition is over.



2. FIELD OF PLAY

2.3 BOULDER FORMAT QUALIFYING ROUND

- a) The qualification round duration, number of boulders, and maximum number of Attempts shall be determined by the WHSCL Director with the goal of allowing each competitor at least three Attempts on each boulder, and shall include:
 - i) a qualification round of no less than two hours (at the discretion of the WHSCL Director, time may be added for one or more categories prior to the end of the round) Note: competitors making an Attempt when the qualification round ends shall be permitted to finish their Attempt; and
 - ii) four to ten boulders in the qualification round assigned to each Category, with each Category having the same number of boulders (a boulder may be assigned to more than one Category) and where each Category climbs only boulders assigned to their Category; and
 - iii) a limit of three to ten Attempts a competitor may make on a given boulder, where that limit applies to all boulders.
- b) Each boulder must:
 - i) make Use of only one color of Artificial Hold; and
 - ii) have a marked Start Position; and
 - iii) have a scored TOP (final) hold; and
 - iv) have two to four numbered Scored Holds in addition to the TOP (final) Scored Hold. Note: boulders are not required to all have the same number of Scored Holds.
- c) The marking of each boulder shall be as follows:
 - i) the Category and color of Artificial Hold allowed shall be clearly marked; and
 - ii) the Start Position shall be marked with four tape flashes; and
 - iii) the Scored Holds shall each be marked with a flash of tape connected to a numbered placard indicating the scoring number of the hold; and
 - iv) the TOP (final) hold of a route shall be marked with a flash of tape connected to a "TOP" placard.
- d) Each boulder shall be judged by a designated Route Judge.



2. FIELD OF PLAY

2.4 BOULDER FORMAT FINAL ROUND

- a) The top five ranked positions of Divisions two, three, and four from the preceding qualification round will compete in a final round.
- b) Two Isolation Areas shall be prepared prior to the start of the final round.
- c) Two to three boulders shall be prepared for each Category, and each shall:
 - i) make Use of only one clearly designated color of Artificial Hold; and
 - ii) have a marked Start Position; and
 - iii) have a marked TOP position; and
 - iv) have a Route Map prepared annotating all the Scored Holds on the boulder. Note: only holds intending to be Used as hands will be annotated with a corresponding scoring value.
 - v) See Appendix C for clarification on boulder finals Route Maps.
- d) The round shall be preceded by a collective observation period for the finalists.
 - i) During this period, competitors may:
 - 1) discuss the boulders only with other finalists from the same Category; and
 - 2) ask only the Route Judge for clarification on the boulders.
 - ii) During this period, competitors may not:
 - 1) touch any holds or structures outside of the marked starting position of the boulders for their Category; nor
 - 2) converse or receive any coaching from spectators or coaches.
- e) After the observation period, all finalists will be moved to the first Isolation Area.
 - i) While in the Isolation Area, competitors may:



2. FIELD OF PLAY

2.4 BOULDER FORMAT FINAL ROUND

- 1) climb un-rope on any available climbing terrain within the Isolation Area to the point where their head is level with the first quickdraw; or
 - 2) if available within the Isolation Area, boulder to the top of a bouldering wall; and
 - 3) discuss boulders with all other competitors (including those in other categories) within the Isolation Area; and
 - 4) communicate only with Isolation Area volunteers for accommodations not included within the Isolation Area (i.e., restroom use, forgotten climbing gear, water, etc.).
- ii) While in the Isolation Area, competitors may not:
- 1) leave unaccompanied from the Isolation Area; or
 - 2) watch other competitors climb the finals boulders; or
 - 3) communicate with any person outside of the Isolation Area; or
 - 4) ask Isolation Area volunteers for information about the final boulders or other competitors' performances.
- f) The starting order for the final round shall be the reverse of the Ranking from the preceding qualifying round (i.e., the best/highest ranked starts last. Where competitors are tied, their starting order shall be randomized).
- g) Competitors will be brought out individually for their climbing period. When competitors have completed their climbing period on the first boulder, they will then move to the second Isolation Area. After all competitors have completed their climbing period on a boulder, the process will be repeated until the end of the round.
- h) During their climbing period, competitors:
- i) may make as many Attempts as they like; and
 - ii) may make Use of only the designated color of Artificial Hold; and



2. FIELD OF PLAY

2.4 BOULDER FORMAT FINAL ROUND

- iii) may make Use of all Volumes and Climbing Surfaces within reach unless clearly marked as disallowed by red tape.
- i) During their climbing period, competitors may not:
 - i) receive Beta or coaching from anyone; or
 - ii) communicate with anyone except the Route Judge; or
 - iii) make Use of any Illegal Aid.
- j) At the discretion of the WHSCL Director, if a competitor is judged to have received any information during their climbing period, or makes Use of any form of Illegal Aid, either:
 - i) their Attempt will be ended, and they will be scored according to the highest Scored Hold they Controlled at the time their Attempt was judged to have been ended, and they will be permitted to make more Attempts until time has expired in their climbing period; or
 - ii) their Attempt will be ended, and they will be scored according to the highest Scored Hold they Controlled at the time their Attempt was judged to have been ended, and they will not be permitted to make any more Attempts during their remaining climbing period.
- k) If a competitor is making an Attempt when time expires in their climbing period, they shall be permitted to finish their Attempt.
- l) A competitor's final round is finished when:
 - i) they finish their last boulder; or
 - ii) the climbing period of their last boulder expires; or
 - iii) they decide to end their Attempts on their last boulder.
- m) After a competitor finishes their final round, they return to the crowd. Competitors may not return to the Isolation Area until the competition is over.



3. SCORING & RANKING

3.1 QUALIFYING ROUNDS

- a) In all qualifying rounds, competitors shall be scored on each climb as follows:
 - i) Every Attempt shall be recorded; and
 - ii) If their score is not a TOP, it shall be the number of the highest Scored Hold Controlled with either hand. Note: In order to achieve a score of TOP, a competitor must Control the marked TOP hold with both hands.
- b) In the qualification round, a competitor's total score shall be
 - i) calculated as follows:
 - 1) the total number of TOPs; then
 - 2) the sum of the highest Scored Holds Controlled on each route that was not a TOP; then
 - 3) the minimum number of Attempts used to attain those TOPs and points. Attempts made after reaching a competitor's high point will not be counted towards a competitor's score at the end of the qualifying round. i.e., if a competitor makes three Attempts on a route, but achieves their highest score on the route on their second Attempt, they will be scored as having two Attempts on that route.
 - ii) ranked as follows:
 - 1) in descending order of the number of successfully completed routes or boulders ("TOPs"); then
 - 2) in descending order of the sum of the highest Scored Holds Controlled on each route that was not a TOP; then
 - 3) in ascending order of the number of Attempts used to attain those TOPs and points (i.e., where two competitors have the same number of TOPs and an equal sum of Scored Holds, the competitor with fewer Attempts shall be ranked higher/better).



3. SCORING & RANKING

3.1 QUALIFYING ROUNDS

- c) In the qualification round, competitors who Control 95% or more of the Scored Holds, including TOP holds, for their Category will be bumped into the next highest Division. Competitors may also choose to voluntarily move to a higher Division at any point during the qualification round of a competition.
 - i) Competitors who are bumped (or voluntarily move) into a higher Division will have any overlapping scores transferred
 - ii) Competitors who are bumped (or voluntarily move) into a higher Division may use the remaining time in the qualifying round to Attempt to improve their score.
 - iii) Competitors who are bumped (or voluntarily move) into a higher Division will be considered to have competed in the higher Division regardless of whether they had an opportunity to climb.
 - iv) See Appendix B for clarification on how scores are calculated for bumping purposes.
- d) For both D1 Male and D1 Female, the ranked positions of the competitors at the end of the qualification round shall be their final ranked positions for the event.



3. SCORING & RANKING

3.2 FINAL ROUNDS

- a) The top five ranked positions of Divisions two, three and four will qualify for the final round.
- b) If a qualified competitor is not available for the final round, they will be ranked behind all other finalists in their Category.
- c) In the final round of a Top Rope Format competition, competitors shall be
 - i) scored according to the highest Scored Hold Controlled with either hand. Note: holds or Volumes with two scoring values must be Controlled with both hands simultaneously for a competitor to achieve the higher scoring value.
 - ii) ranked as follows:
 - 1) in descending order of the highest valued Scored Hold Controlled; then
 - 2) in the event of a tie, in the order of their Ranking from the qualification round (i.e., the person who qualified better/higher in the qualification round will be ranked better/higher in the final round); then
 - 3) in the event of a further tie, competitors will be ranked according to who completed their Attempt faster. (i.e., the person who finished their Attempt in the least amount of time will be ranked better/higher).
- d) In the final round of a Boulder Format competition, competitors shall be
 - i) scored as follows:
 - 1) the total number of TOPs; then
 - 2) the sum of the highest Scored Holds Controlled on each route that was not a TOP; then
 - 3) the minimum number of Attempts used to attain those TOPs and points. Attempts made after reaching a competitor's high point will not be counted at the end of the qualifying round. i.e., if a competitor makes three Attempts on a route, but



3. SCORING & RANKING

3.2 FINAL ROUNDS

achieves their highest score on the route on their second Attempt, they will be scored as having two Attempts on that route.

ii) ranked as follows:

- 1) in descending order of the number of successfully completed boulders ("TOPs"); then
- 2) in descending order of the sum of the highest Scored Holds Controlled on each route that was not a TOP; then
- 3) in ascending order of the number of Attempts used to attain those TOPs and points (i.e., where two competitors have the same number of TOPs and an equal sum of Scored Holds, the competitor with fewer Attempts shall be ranked higher/better); then
- 4) in the event of a tie, competitors will be ranked according to their rank from the qualification round (i.e., the competitor who ranked higher/better in the qualification round will be ranked higher/better in the final round); then
- 5) in the event of a further tie, competitors will participate in a "hang-off" to determine who will be ranked better/higher.
 - I. The "hang-off" will be a single-arm dead-hang (straight arm) on a bar where all tied competitors hang simultaneously.
 - II. Competitors may choose either arm with which to hang.
 - III. The hang-off will begin upon the direction of a Route Judge, and end when all competitors except one has released the bar.
 - IV. Hang-off participants will be ranked in reverse order of who released the bar first. i.e., the person who held onto the bar the longest will be ranked better/higher.



3. SCORING & RANKING

3.3 TEAM SCORING & RANKING

- a) The team portion of an event is based on the final ranked positions of all competitors in the competition.
 - i) Team Points are assigned to each high school, regardless of whether the school has an officially recognized Climbing Team or not.
 - ii) Competitors' Team Points will be assigned to the school which they currently attend, regardless of which team they practice with.
 - iii) Registrants who do not attend the event or register a score are not eligible to score Team Points.
- b) Upon completion of the event, all competitors are assigned Team Points based upon their Ranking within their Category (see Appendix D for complete team point tables).
 - i) Competitors in Division 4 receive 100% of the Team Points for their team.
 - ii) Competitors in Division 3 receive 85% of the Team Points for their team.
 - iii) Competitors in Division 2 receive 70% of the Team Points for their team.
 - iv) Competitors in Division 1 receive 50% of the Team Points for their team.
- c) A team's score shall be the sum of the 10 highest points assigned to competitors on their team.
- d) Teams are ranked in descending order of the sum of the 10 highest points assigned to competitors on their team.



4. STATE FINALS

4.1 GENERAL

- a) Registration for the State Finals Championship of the Wisconsin High School Climbing League will close at 11:59pm on the Sunday before the competition.
- b) Registrations fees for the State Finals Championship shall be:
 - i) \$50 for members of the host facility
 - ii) \$50 for non-members of the host facility
 - iii) \$55 for non-members of the host facility who need gear rental
- c) WHSCL members who compete in at least two qualifying competitions during the season in any Division are eligible to compete in the State Finals Championship. Note: Pre-season scrimmages shall not be counted as qualifying competitions.
- d) Qualified members may register for Division 2, Division 3, or Division 4 in either male or female categories. Note: You do not need to have climbed in a Division at a previous competition to register for that Category.
- e) The championship event will be a combined modified redpoint competition. In the combined format, the competitors will compete in two rounds:
 - i) A qualification round including all eligible competitors.
 - ii) A final round including the top five ranked positions of each Division.
- f) In the qualification round of the competition, competitors have the goal of completing the highest number of both top rope routes and boulder problems.
- g) In the final round of the competition, the top five ranked competitors in each Category after the qualification round have the goal of attaining the highest position in one Attempt on a top rope route.



4. STATE FINALS

4.2 FIELD OF PLAY — QUALIFICATION ROUND

- a) The qualification round duration shall be determined by the WHSCL Director with the goal of allowing each competitor at least one Attempt on each climb, and shall include:
 - i) a duration of no less than two hours. At the discretion of the WHSCL Director, time may be added for one or more categories prior to the end of the round. Note: competitors making an Attempt when the qualification round ends shall be permitted to finish their Attempt.
 - ii) Three top rope routes and three boulder problems assigned to each Division (routes and boulders may be assigned to more than one Division), and;
 - iii) a limit of three Attempts on each climb
- b) Each top rope route must:
 - i) have the Division and color of Artificial Hold allowed clearly marked; and
 - ii) have a Start Position marked with two tape flashes; and
 - iii) have a scored TOP hold marked with a flash of tape connected to a TOP placard; and
 - iv) have four to ten numbered Scored Holds (in addition to the TOP (final) Scored Hold), each marked with a flash of tape connected to a numbered placard indicating the scoring number of the hold. Note: routes are not required to all have the same number of Scored Holds.
- c) Each boulder problem must:
 - i) have the Division and color of Artificial Hold allowed clearly marked; and
 - ii) have a Start Position marked with four tape flashes; and
 - iii) have a scored TOP hold marked with a flash of tape connected to a TOP placard; and
 - iv) have two to four numbered Scored Holds (in addition to the TOP Scored Hold), each marked with a flash of tape connected to a numbered placard indicating the scoring number of the hold. Note: boulders are not required to all have the same number of Scored Holds.
- d) Each climb shall be judged by a designated Route Judge.



4. STATE FINALS

4.3 FIELD OF PLAY — FINAL ROUND

- a) The top five ranked positions of Divisions two, three, and four from the preceding qualification round will compete in a final round.
- b) An Isolation Area shall be prepared prior to the start of the final round
- c) One route shall be prepared for each Category, and shall:
 - i) make Use of only one clearly designated color of Artificial Hold; and
 - ii) have a Start Position marked by two tape flashes; and
 - iii) have a marked TOP position; and
 - iv) have a Route Map prepared annotating all the Scored Holds on the route. Note: only holds intending to be Used as hands will be annotated with a corresponding scoring value.
 - v) See Appendix C for clarification on top rope finals Route Maps.
- d) The round shall be preceded by a collective observation period for the finalists.
 - i) during this period, competitors may:
 - 1) discuss the route only with other finalists from the same Category; and
 - 2) ask only the Route Judge for clarification on the route
 - ii) during this period, competitors may not:
 - 1) touch any holds or Volumes other than the marked starting holds of the route for their Category; nor
 - 2) converse or receive any coaching from spectators or coaches
- e) After the observation period, all finalists will be moved to the Isolation Area.
 - i) While in the Isolation Area, competitors may:
 - 1) climb un-roped on any available climbing terrain within the Isolation Area to the point where their head is level with the first quickdraw; or
 - 2) if available within the isolation area, boulder to the top of a bouldering wall; and
 - 3) discuss routes with all other competitors (including those in other categories) within the Isolation Area; and



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4.3 FIELD OF PLAY — FINAL ROUND

- 4) communicate only with Isolation Area volunteers for accommodations not included within the Isolation Area (i.e., restroom use, forgotten climbing gear, water, etc.)
- ii) While in the Isolation Area, competitors may not:
- iii) leave unaccompanied from the Isolation Area; or
- iv) watch other competitors climb the finals route; or
- v) communicate with any person outside of the Isolation Area; or
- vi) ask Isolation Area volunteers for information about the finals routes or other competitors' performances.
- f) The starting order for the final round shall be the reverse of the Ranking from the preceding qualifying round (i.e., the best/highest ranked starts last. Where competitors are tied, their starting order shall be randomized).
- g) Competitors have one Attempt to attain the highest Scored Hold possible.
 - i) During their Attempt, competitors may make Use of any Volumes and Climbing Surfaces within reach unless clearly marked as disallowed by red tape but may only make Use of Artificial Holds in the designated color of the route.
 - ii) During their Attempt, competitors may not:
 - 1) receive Beta or coaching from anyone; or
 - 2) communicate with anyone except the belayer and the Route Judge; or
 - 3) make Use of any Illegal Aid.
 - iii) If a competitor is judged to have received any Beta during their climb, or makes Use of any form of Illegal Aid, their Attempt is ended, and they will be scored according to the highest Scored Hold they Controlled at the time their Attempt was judged to have been ended.
 - iv) After a competitor's Attempt is ended, they return to the crowd. Competitors may not return to the Isolation Area until the competition is over.



4. STATE FINALS

4.4 SCORING & RANKING — QUALIFICATION ROUND

- a) In the qualifying round, competitors shall be scored on each climb as follows:
 - i) Every Attempt shall be recorded; and
 - ii) If their score is not a TOP, it shall be the number of the highest Scored Hold Controlled with either hand. Note: In order to achieve a score of TOP, a competitor must Control the marked TOP hold with both hands.
- b) In the qualification round, a competitor's total score shall be
 - i) calculated as follows:
 - 1) the total number of TOPs; then
 - 2) the sum of the highest Scored Holds Controlled on each climb that was not a TOP; then
 - 3) the minimum number of Attempts used to attain those TOPs and points. Attempts made after reaching a competitor's high point will not be counted at the end of the qualifying round. i.e., if a competitor makes three Attempts on a route, but achieves their highest score on the route on their second Attempt, they will be scored as having two Attempts on that route.
 - ii) ranked as follows:
 - 1) in descending order of the number of successfully completed climbs ("TOPs"); then
 - 2) in descending order of the sum of the highest Scored Holds Controlled on each route that was not a TOP; then
 - 3) in ascending order of the number of Attempts used to attain those TOPs and points (i.e., where two competitors have the same number of TOPs and an equal sum of Scored Holds, the competitor with fewer Attempts shall be ranked higher/better).
- c) In the qualification round, competitors who Control 95% or more of the Scored Holds, including TOP holds, for their Category will be bumped into the next highest Division. Competitors may also choose



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4.4 SCORING & RANKING — QUALIFICATION ROUND

to voluntarily move to a higher Division at any point during the qualification round of the competition.

- i) Competitors who are bumped (or voluntarily move) into a higher Division will have any overlapping scores transferred
- ii) Competitors who are bumped (or voluntarily move) into a higher Division may use the remaining time in the qualifying round to Attempt to improve their score.
- iii) Competitors who are bumped (or voluntarily move) into a higher Division will be considered to have competed in the higher Division regardless of whether they had an opportunity to climb.
- iv) See Appendix B for clarification on how scores are calculated for bumping purposes.



4. STATE FINALS

4.5 SCORING & RANKING — FINAL ROUND

- a) The top five ranked positions of D2 Male, D2 Female, D3 Male, D3 Female, D4 Male, and D4 Female will qualify for the final round.
- b) If a qualified competitor is not available for the final round, they will be ranked behind all other finalists in their Division.
- c) Competitors in the final round will be scored as for a Top Rope format final round. In the final round of a Top Rope Format competition, competitors shall be
 - i) scored according to the highest Scored Hold Controlled with either hand. Note: holds or Volumes with two scoring values must be Controlled with both hands simultaneously for a competitor to achieve the higher scoring value.
 - ii) ranked as follows:
 - a) in descending order of the highest valued Scored Hold Controlled; then
 - b) in the event of a tie, in the order of their Ranking from the qualification round (i.e., the person who qualified better/higher in the qualification round will be ranked better/higher in the final round); then
 - c) in the event of a further tie, competitors will be ranked according to who completed their Attempt faster. (i.e., the person who finished their Attempt in the least amount of time will be ranked better/higher)



4. STATE FINALS

4.6 SCORING & RANKING — TEAM

- a) The team portion of an event is based on the final ranked positions of all competitors in the competition.
 - i) Team Points are assigned to each high school, regardless of whether the school has an officially recognized Climbing Team or not.
 - ii) Competitors' Team Points will be assigned to the school which they currently attend, regardless of which team they practice with.
 - iii) Registrants who do not attend the event or register a score are not eligible to score Team Points.
- b) Upon completion of the event, all competitors are assigned Team Points based upon their Ranking within their Division (see Appendix for complete team point tables).
 - i) Competitors in Division 4 receive 100% of the Team Points for their team.
 - ii) Competitors in Division 3 receive 85% of the Team Points for their team.
 - iii) Competitors in Division 2 receive 70% of the Team Points for their team.
- c) A team's score shall be the sum of the 10 highest points assigned to competitors on their team.
- d) Teams are ranked in descending order of the sum of the 10 highest points assigned to competitors on their team.



GLOSSARY

Artificial Hold

Artificial Hold (or simply "hold") means a manufactured climbing hold attached to the Climbing Surface or a Structure by means of screws or bolts.

Attempt

Attempt means a competitor's effort to complete a route or boulder. A competitor's attempt will be judged to have begun when they:

- 1) control the Start Position of a climb; or
- 2) leave the ground with the intention of controlling the start position. Note: For the avoidance of doubt, a competitor may be allowed to leave the ground while attempting to establish in the starting position if the route judge determines that they are repositioning in preparation of beginning the attempt and not actually intending to begin climbing. i.e., a competitor with two hands and one foot on the wall may hop their remaining foot into a more desirable position on the ground without being judged to have begun their attempt.

and be judged to have ended when:

- 1) they Control the final "TOP" hold of a climb; or
- 2) they fall; or
- 3) they make use of any form of Illegal Aid

Beta

Beta means advice or coaching given to a competitor about a route. Beta may not be shared with a competitor during any Attempt, however, Beta may be shared with competitors before or after they make an Attempt, provided the competitor is not bound by isolation conditions.

Category

Category means a group of competitors in a specific division of difficulty and gender.

Control

Control means, for the purposes of judging and scoring, that a competitor has made use of an object/structure to achieve or change a stable body position, and the terms "Controls", "Controlled", and "Controlling" shall be interpreted in this context.



GLOSSARY

Climbing Surface

Climbing Surface means the usable surface of a climbing wall:

- 1) including any permanent irregularity, textured feature, or closed edge of the wall; and
- 2) excluding the top, any open edge of the wall, and all Artificial Holds or other temporary structures fixed onto the usable surface.

Climbing Team

Climbing Team means a group of students who attend a high school, led by a faculty member or parent with approval from the school, who attend weekly practices. Members of a Climbing Team who attend the school of the team are eligible to earn Team Points for their Climbing Team.

Division

Division means the group of competitors that are competing against each other. There are four skill-based divisions which are further separated into male and female divisions.

Illegal Aid

Illegal Aid means Controlling or Using any of the following:

1. with the hands:
 - a. any "T-Nut" placement (whether on the Climbing Surface or a Structure) provided for the fixing of Artificial Holds; or
2. with any part of the body:
 - a. any part of the Climbing Surface, any Artificial Hold, or any Volume or part of any Volume demarcated as out of bounds by the use of red tape, where the area beyond the red tape is out of bounds, but not the red tape itself; or
 - b. any Artificial Hold other than those of the color specified for the route or boulder; or
 - c. any informational or scoring placard fixed to the Climbing Surface; or
 - d. any open edge to the Climbing Surface; or
 - e. any bolt hanger fixed to the Climbing Surface; or
 - f. any Protection Point; or
 - g. the climbing rope



GLOSSARY

Isolation Area

Isolation Area means a clearly marked area where competitors are not to have any communication with anybody outside of a designated Isolation Area. This includes, but is not limited to:

- 1) coaches that are outside of the designated isolation area
- 2) competitors that are outside of the designated isolation area
- 3) spectators that are outside of the designated isolation area

These isolation conditions apply to competitors even when not in the designated Isolation Area (i.e., during a final round observation period) and end only when a competitor has concluded their climb and returned to the crowd. Competitors within the isolation area may not exit without approved accompaniment and may not re-enter the isolation area after exiting for a climb.

Ranking

Ranking means the relative position of competitors at the end of a round of competition. For the purposes of this rulebook, 'ranking higher than' means better than. All Rankings referred to in these rules are calculated using the standard ranking scheme as follows:

- 1) Standard ranking means that competitors who compare equally receive the same ranking number, and a gap is left in the ranking numbers. An example is a result that has 1st place, then a three-way tie for 2nd place, then 5th place, then 6th place, etc.

Route Map

Route Map means a symbolic map of a route that includes markings for the scoring value for each handhold on a route or boulder.

Route Judge

Route Judge means the person who is watching a competitor make an attempt on a route or boulder and giving the competitor a score for that attempt. A route judge may be either a person assigned to a climb or section of wall with multiple climbs, or it may be another competitor. When a route judge is another competitor, reasonable effort should be made by the climber to find a competitor from another team to be the route judge.

Scored Hold

Scored Hold means an artificial hold or volume that is either clearly marked with a flash of tape or indicated on a Route Map as worth a



GLOSSARY

specific Scoring Value. In the case that an Artificial Hold is attached onto a Volume, the Scored Hold shall be designated as follows:

- a) If there is a tape flash leading directly to an Artificial Hold or it is circled individually and given a scoring value on a Route Map, that hold alone, and not the volume to which it is attached, shall be the Scored Hold
- b) If there is a tape flash leading directly to the volume or the entire volume is circled on a Route Map and given a Scoring Value, the volume and all holds attached to the volume shall be considered the Scored Hold

Scoring Value

Scoring Value means the numerical value associated with a given Scored Hold

Start Position

Start Position means the marked position on a route or boulder where a competitor must begin their Attempt. For the purposes of judging, a competitor will be judged to have made an Attempt when:

1. In the case of two holds or volumes, each marked by one flash of tape, the competitor:
 - a. has not used the ground as Illegal Aid; and
 - b. with one hand on each of the marked holds or volumes; and
 - c. with one or more feet on any part of the climbing surface or on any unmarked holds or volumesentirely left the ground with the intention of climbing.
2. In the case of one hold or volume marked by two flashes of tape, the competitor:
 - a. has not used the ground as Illegal Aid; and
 - b. with both hands on the marked hold or volume; and
 - c. with one or more feet on any part of the climbing surface or on any unmarked holds or volumesentirely left the ground with the intention of climbing.
3. In the case of four marked holds or structures, the competitor:
 - a. has not used the ground as Illegal Aid; and
 - b. has with both hands and both feet simultaneously on only the marked holds or volumesentirely left the ground with the intention of climbing.



GLOSSARY

For the avoidance of doubt, a competitor may be allowed to leave the ground while preparing to Control the Start Position if the Route Judge determines that they are repositioning in preparation of beginning an Attempt, and not actually intending to begin climbing. i.e., a competitor with two hands and one foot on the wall may hop their remaining foot into a more desirable position on the ground without being judged to have begun their attempt.

Team Points

Team Points means the points awarded to a competitor based on their final rank within their category.

Team Score

Team Score means the sum of the team points awarded to a climbing team's top 10 performing athletes.

Technical Incident

Technical Incident means any event or circumstance that results in a disadvantage or unfair advantage to a competitor, and which is not the result of that competitor's action(s). Technical Incidents may include, but are not limited to:

1. Spinning holds
2. Other competitors impeding the progress of a competitor

Top

Top means the marked hold which indicates the end of a climb. Top holds shall be considered Scored Holds for the purposes of determining whether a competitor has attained 95% or more of all the Scored Holds in the qualification round.

Use

Use means, for the purposes of judging and scoring, that a competitor has made use of some object/structure with any part of the body to:

- a) Make progress up a climb
- b) Achieve a stable body position

Volume

Volume means an object providing either a single or multiple holds for hands or feet, and to which Artificial Holds may be attached, and which is attached to the Climbing Surface for the duration of at least one round. All Volumes may be used by all competitors regardless of the indicated color of Artificial Hold permitted on their climb, and regardless of whether or not any Artificial Hold of their route is attached to the Volume. Note: Bolt hangers, quick draws, and other protection points are not considered Volumes (see Illegal Aid).



APPENDIX A — SELF-SELECTION OF CATEGORIES

All grading in climbing is subjective, which can make it difficult to properly select the division that a competitor should be climbing in. Adding to the difficulty is the fact that the grades on routes and boulders in the gym are given in a range and the ranges overlap (i.e., a boulder graded V3 may be taped either blue or green and a route graded 5.10b may be tagged either 5.10- or 5.10). To aid in the process of selecting the appropriate division (note, these are NOT rules), here are some things to consider.

1. A competitor's division may change throughout the course of the season. Base your assessment on recent (since the previous competition) skill levels, not past performance or competition results.
2. If possible, use climbs that correlate to the format of the upcoming competition. Climb rope routes to assess skill levels for a Top Rope Format competition, and boulder problems to assess for a Boulder Format competition. If you don't have the climbs that correlate to the upcoming competition, you can still use them for assessment, but it may be a bit more challenging.
3. It is easier to assess a competitor's skill level for a Top Rope competition because the route tags cover a smaller range (only two grades, where boulder tape ranges cover three grades).
4. Divisions One, Two, and Three have maximum grades. This means that if a competitor has recently completed a route or boulder higher than a category's maximum, they should not register for that category.
5. It is not allowed during the season for competitors to compete in a division lower than the highest division that they have competed in up to that point. However, it may be appropriate in some circumstances such as a prolonged absence from climbing due to injury. If a competitor believes that they should be allowed to compete in a lower division, they must receive approval from the WHSCL Director.
6. Here are some examples:
 - i) Since the previous competition, a competitor has climbed a route graded 5.10- after working on it for two weeks. The competitor should not select a category any lower than Division 2.
 - ii) Since the previous competition, a competitor has flashed (climbed on their first try) several routes graded 5.10+. The



APPENDIX A — SELF-SELECTION OF CATEGORIES

competitor should likely select Division 3 because they will risk being bumped into a higher category during the competition if they select Division 2.

- iii) Since the previous competition, a competitor can flash most V2 boulders. The competitor should likely select Division 3 because they will risk being bumped into a higher category if they select Division 2.
- iv) Since the previous competition, a competitor has climbed most of the routes graded 5.10- in the gym, but it takes them at least a few attempts. The competitor should not choose a category lower than Division 2.
- v) Since the previous competition, a competitor sometimes climbs boulders graded V1-V3 on their first try and is working on boulders graded V3-V5 but hasn't completed any yet. The competitor should likely select Division 3.
- vi) A competitor took 10th place in Division 2 at the previous competition and can now occasionally do a boulder graded V5-V7 after a week or two of working on it. The competitor should select Division 4.
- vii) A competitor took 7th place in Division 2 at the previous competition and can now occasionally climb 5.11- after some work. The competitor should select Division 3.
- viii) A competitor with no access to boulder problems for assessment prior to a Boulder Format competition can occasionally climb a 5.10- after some work. The competitor should likely select Division 2.
- ix) A competitor with no access to top ropes prior to a Top Rope Format competition can occasionally climb a boulder graded V1-V2 after some work. The competitor should not choose a category lower than Division 2.



APPENDIX B — BUMPING

Competitors who attain a score that is equal to or greater than 95% of the maximum possible score for their category will be bumped into the next category. If a competitor, at any point during a competition, thinks they are at risk of being bumped, they may choose to voluntarily move into the next category and use the time remaining in the climbing period to fill their scorecard. It is almost always to a competitor's benefit to move to a higher category if they believe they will be bumped because they then have an opportunity to improve their score. If a competitor is bumped after the end of the qualification round, only scores and attempts from climbs that overlap with the next category will be counted, and the competitor will be ranked in the new category accordingly. If no climbs overlap with the next category, the competitor will receive a score of 0, and be ranked accordingly in the new category.

Some examples of bump scenarios:

1. A competitor tops all but one climb and controls the highest scored hold on the climb they didn't top. The competitor may be at risk of being bumped.
2. A competitor tops all but one climb and controls the second highest hold on the climb they didn't top. The competitor may be at risk of being bumped.
3. A competitor tops all climbs, but only flashes one of them. The competitor will be bumped because they have achieved the maximum score (topping all routes) regardless of the number of attempts.
4. Two competitors in a category top all climbs. One competitor flashed all the climbs, the other completed some on their second or third attempts. Both competitors will be bumped because they have both attained the maximum score (topping all routes) regardless of the number of attempts.
5. A competitor flashes four of six climbs and controls the highest scored hold on each of the other two climbs. The competitor is not likely to be bumped.



APPENDIX B — BUMPING

Scored Holds	R1	R2	R3
	1	1	1
	2	2	2
	3	3	3
	4	4	4
	5	5	5
	6	6	6
	7	7	7
TOP			

Scenario: A round with three routes, each route has 6 scored holds plus tops. Competitor tops R2 and R3 and controls 6 holds on R1.			
Result: Competitor is bumped			
Total scored holds			21
95% of total scored holds			19.95
Controlled scored holds			20

Scored Holds	R1	R2	R3
	1	1	1
	2	2	2
	3	3	3
	4	4	4
	5	5	5
	6	6	6
	7	7	7
TOP			

Scenario: A round with three routes, each route has 6 scored holds plus tops. Competitor tops R2 and R3 and controls 5 holds on R1.			
Result: Competitor is not bumped			
Total scored holds			21
95% of total scored holds			19.95
Controlled scored holds			19



APPENDIX B — BUMPING

	R1	R2	R3	R4
Scored Holds	1	1	1	1
	2	2	2	2
	3	3	3	3
	4	4	4	4
	5	5	5	5
	6	6	6	
TOP	7	7	7	6

Scenario: A round with four routes. Three routes have 6 scored holds plus tops, one route has 5 scored holds plus a top. Competitor tops three routes and controls 5 of 6 holds on the other route.			
Result: Competitor is bumped			
Total scored holds			27
95% of total scored holds			25.65
Controlled scored holds			26

	R1	R2	R3	R4
Scored Holds	1	1	1	1
	2	2	2	2
	3	3	3	3
	4	4	4	4
	5	5	5	5
	6	6	6	
TOP	7	7	7	6

Scenario: A round with four routes. Three routes have 6 scored holds plus tops, one route has 5 scored holds plus a top. Competitor tops three routes and controls 5 of 7 holds on the other route.			
Result: Competitor is not bumped			
Total scored holds			27
95% of total scored holds			25.65
Controlled scored holds			25



APPENDIX B — BUMPING

Scored Holds	R1	R2	R3	R4	R5
	1	1	1	1	1
	2	2	2	2	2
	3	3	3	3	3
	4	4	4	4	4
	5	5	5	5	5
	6	6	6	6	6
	7	7	7	7	7
TOP					

Scenario: A round with five routes. All routes have 6 scored holds plus tops. Competitor tops four routes and controls 6 holds on the other route.				
Result: Competitor is bumped				
Total scored holds			35	
95% of total scored holds			33.25	
Controlled scored holds			34	

Scored Holds	R1	R2	R3	R4	R5
	1	1	1	1	1
	2	2	2	2	2
	3	3	3	3	3
	4	4	4	4	4
	5	5	5	5	5
	6	6	6	6	6
	7	7	7	7	7
TOP					

Scenario: A round with five routes. All routes have 6 scored holds plus tops. Competitor tops four routes and controls 5 holds on the other route.				
Result: Competitor is not bumped				
Total scored holds			35	
95% of total scored holds			33.25	
Controlled scored holds			33	



APPENDIX B — BUMPING

	R1	R2	R3	R4	R5	R6
Scored Holds	1	1	1	1	1	1
	2	2	2	2	2	2
	3	3	3	3	3	3
	4	4	4	4	4	4
	5	5	5	5	5	5
	6	6	6	6		
TOP	7	7	7	7	6	6

	R1	R2	R3	R4	R5	R6
Scored Holds	1	1	1	1	1	1
	2	2	2	2	2	2
	3	3	3	3	3	3
	4	4	4	4	4	4
	5	5	5	5	5	5
	6	6	6			
TOP	7	7	7	6	6	6

Scenario: A round with 6 routes. Four routes have 6 scored holds plus a top, two routes have 5 scored holds plus a top. Competitor tops four routes and controls hold 5 on the other two routes.					
Result: Competitor is bumped					
Total scored holds				40	
95% of total scored holds				38	
Controlled scored holds				38	

Scenario: A round with 6 routes. Three routes have 6 scored holds plus a top, three routes have 5 scored holds plus a top. Competitor tops five of six routes and controls hold 6 on the other route.					
Result: Competitor is bumped					
Total scored holds				39	
95% of total scored holds				37.05	
Controlled scored holds				38	



APPENDIX B — BUMPING

	R1	R2	R3	R4	R5	R6
Scored Holds	1	1	1	1	1	1
	2	2	2	2	2	2
	3	3	3	3	3	3
	4	4	4	4	4	4
	5	5	5	5	5	5
	6	6	6			
TOP	7	7	7	6	6	6

Scenario: A round with 6 routes. Three routes have 6 scored holds plus a top, three routes have 5 scored holds plus a top. Competitor tops four of six routes and controls hold 5 of 7 on one route, and 5 of 6 on one route.					
Result: Competitor is not bumped					
Total scored holds	39				
95% of total scored holds	37.05				
Controlled scored holds	36				

	R1	R2	R3	R4	R5	R6
Scored Holds	1	1	1	1	1	1
	2	2	2	2	2	2
	3	3	3	3	3	3
	4	4	4	4	4	4
	5			5	5	5
	6					
TOP	7	5	5	6	6	6

Scenario: A round with 6 routes. One route has 6 scored holds plus a top, two routes have 4 scored holds plus a top, three routes have 5 scored holds plus a top. Competitor tops four of six routes and controls hold 4 of 5 on R3 and hold 5 of 6 on R6.					
Result: Competitor is not bumped					
Total scored holds	35				
95% of total scored holds	33.25				
Controlled scored holds	33				



APPENDIX C — ATTEMPTS

Starting in the 2025/2026 season, the rules on how attempts during competitions are counted has been changed. In the past, every attempt made during a competition was counted towards a competitor's score. Going forward, every attempt will continue to be recorded, however, only attempts that improve a competitor's score will be counted toward their score.

Here is an example of how this rule may affect competitors:

In a top rope format competition where climbers are allowed a maximum of three attempts on each climb, climber A and climber B have topped their first 3 climbs. They both make an attempt on their final climb and fall at hold 5. Climber A chooses to try again and falls lower than they had on their first attempt, while climber B chooses not to try again.

Under the old rule, climber A would have been scored as having one additional attempt compared to climber B, and ranked lower overall.

Under the new rule, climbers A and B are ranked the same (both having achieved 5 points and 1 attempt) because climber A's second attempt did not improve their score.

Expanding on this scenario, if climber A falls at hold 6 on their third and final attempt, they will be ranked higher than climber B with a score of 6 points and 3 attempts. If climber B then chooses to make their second attempt and falls at hold 6, climber B would then be ranked higher with a score of 6 points and 2 attempts.



APPENDIX D — FINALS ROUTE/BOULDER MAPS

As per rules 2.2.c.iv and 2.4.c.iv, route maps will be prepared for judges to use during the finals round of a competition. Climbing in a final round differs from that in a qualifying round in that there are many more scoring opportunities. As opposed to the maximum of 8 scored holds for qualifying routes and 6 scored holds for qualifying boulders, climbs in a final round are scored according to the number of moves. This means that competitors get credit for all progress made on a climb. Below are some examples of route maps for both routes and boulders. Please note that sidebar annotations only highlight some common situations and are not a complete list of all possible scenarios that may occur.



APPENDIX D — FINALS ROUTE/BOULDER MAPS

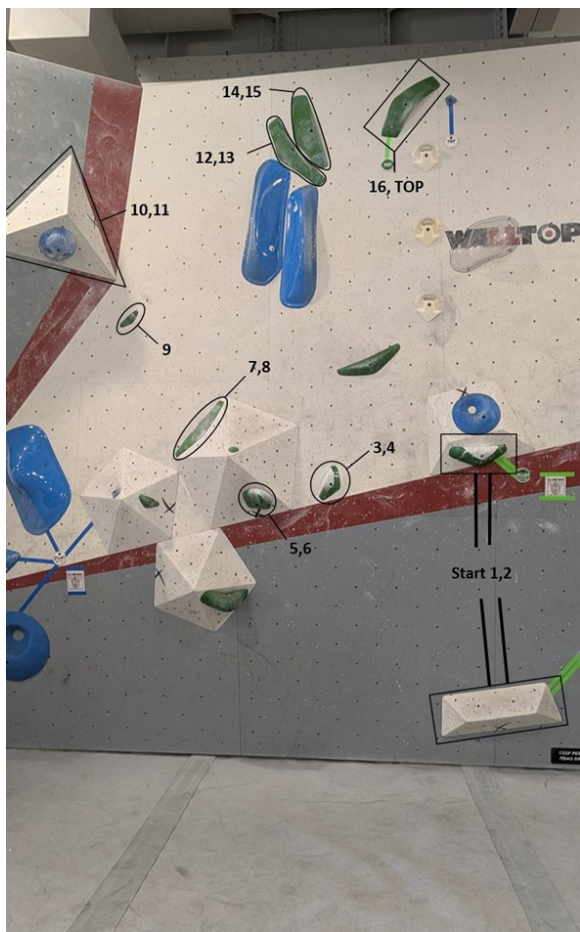


Top Rope Finals Map

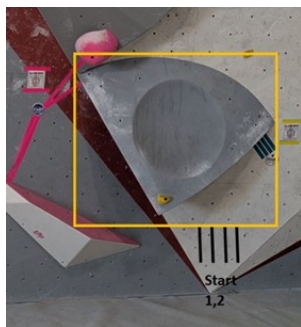
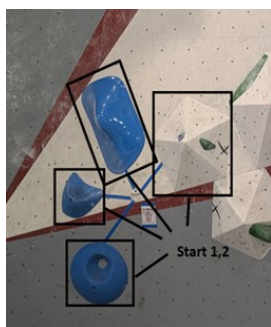
- The start position is indicated by a box and the word "Start". A climber earns 2 points when they correctly establish on the start position.
- The finish hold is indicated by a box, a point value (in this case, 36), and the word "Top". A climber controlling the finish hold with one hand would earn a score of 36 while a climber controlling it with both hands simultaneously (i.e. matching) would earn a "Top".
- Only holds that are intended to be used as hands in the sequence of the route are given points. Climbers are allowed to use unscored holds, but will not receive credit for using them.
- If a hold has only one point value attached to it, a climber may use either hand to control that hold and attain that score.
- If a hold has two point values attached, a climber must match the hold (with control) to attain the higher of the two scores.
- A climber does not gain any additional points for matching a hold that only has a single point value attached.



Boulder Finals Maps



- Boulder problems use a 4-point start which in this case is indicated by two boxes each with two flash-es. This is because the start position of the boulder uses two holds (one green hold and one volume).
- Two more examples of start positions are shown here as well. One in which there are four separate holds, and one in which there is one volume.
- Regardless of the configuration, all starts are worth 2 points which a climber achieves when they correctly establish on the wall in the start position.
- This green boulder has several holds that are at-tached to volumes that are scored independently (hold 5,6 and hold 7,8). A climber must control those holds to attain those points. For example, if a climber is matched on hold 3,4 and grabs the next volume but fails to control the scored hold, they would have a score of 4.
- The green boulder also includes a volume that is scored as a hold (hold 10,11). When a climber reaches and controls this volume, they would get either 10 or 11 points de-pending on if they match the volume or not. Note: the blue hold is not al-lowed to be used for the green climb, and if the climber attempted to use it, their attempt would be stopped.





APPENDIX E — TEAM SCORE & POINTS

A climbing team's score is the total of its top 10 performing climbers in a competition. Top performing means the climbers on the team that earned the most points for their team regardless of the division in which they climbed.

An example scenario of a team score:

A team with 15 total climbers, five each in Divisions 2, 3, and 4. The five climbers in Division 4 all finished 20th or lower. The most points one of these climbers scored was 12. The climbers in divisions 2 and 3 all finished 10th place or better. The least points one of these climbers scored was 23.8. Even though there were climbers in the highest category, the 10 climbers in division 2 and 3 would make up the entirety of this team's score.

If one of the Division 4 climbers had finished 14 or better (worth 24 points) they would bump the climber on the team who finished 10th in division 2 (worth 23.8 points) out of the team score.



APPENDIX E — TEAM SCORE & POINTS

Division 4 – 100% of the team points

Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Team Points	100	80	65	55	51	47	43	40	37	34	31	28	26	24	22
Rank	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30+
Team Points	20	18	16	14	12	10	9	8	7	6	5	4	3	2	1

Division 3 – 85% of the team points

Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Team Points	85	68	55.25	46.75	43.35	39.95	36.55	34	31.45	28.9	26.35	23.8	22.1	20.4	18.7
Rank	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30+
Team Points	17	15.3	13.6	11.9	10.2	8.5	7.65	6.8	5.95	5.1	4.25	3.4	2.55	1.7	0.85

Division 2 – 70% of the team points

Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Team Points	70	56	45.5	38.5	35.7	32.9	30.1	28	25.9	23.8	21.7	19.6	18.2	16.8	15.4
Rank	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30+
Team Points	14	12.6	11.2	9.8	8.4	7	6.3	5.6	4.9	4.2	3.5	2.8	2.1	1.4	0.70

Division 1 – 50% of the team points

Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Team Points	50	40	32.5	27.5	25.5	23.5	21.5	20	18.5	17	15.5	14	13	12	11
Rank	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30+
Team Points	10	9	8	7	6	5	4.5	4	3.5	3	2.5	2	1.5	1	0.50