STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY

INTRAMURAL ROCK WALL CLIMBING CONTEST

1. All participants must present a valid Washburn University ID to Intramural Supervisor prior to competing. All participants must be certified to climb through SRWC prior to competing.

2. Participants may make up to three climbs. No rope may be used more than once.

3. Each rope will be assigned a point value. Those point values will be as follows:

   - Rope 1: 40 points
   - Rope 2: 75 points
   - Rope 3: 55 points
   - Rope 4: 35 points
   - Rope 5: 15 points

   (ropes are numbered from left to right)

4. To receive rope based points climbers must complete a climb on that rope. Completion of a climb shall be defined as touching the anchor or ending route hold near the top of the wall and having at least one foot firmly on a hold.

5. Rope points will be tripled if the climber wishes to complete the climb using a route. This must be declared prior to beginning the climb. Rope 5 will be exempt from this bonus. No route may be used more than once.

6. Participants will be timed during each climb. Bonus points will be awarded based on time. All bonus points awarded for climbs on Rope 5 will be at 50% of listed. Those point values will be as follows:

   - 0 seconds to 9.99 seconds: 100 bonus points
   - 10 seconds to 10.99 seconds: 90 bonus points
   - 11 seconds to 11.99 seconds: 80 bonus points
   - 12 seconds to 12.99 seconds: 70 bonus points
   - 13 seconds to 13.99 seconds: 60 bonus points
   - 14 seconds to 14.99 seconds: 50 bonus points
   - 15 seconds to 15.99 seconds: 45 bonus points
   - 16 seconds to 16.99 seconds: 35 bonus points
   - 17 seconds to 17.99 seconds: 30 bonus points
   - 18 seconds to 19.99 seconds: 25 bonus points
   - 20 seconds to 24.99 seconds: 20 bonus points
   - 25 seconds to 29.99 seconds: 15 bonus points
   - 30 seconds to 44.99 seconds: 10 bonus points
   - 45 seconds to 59.99 seconds: 5 bonus points
   - 60 seconds and above: 0 bonus points

7. Time will start as soon as the climber leaves the ground completely. Timing will stop once climber has touched the anchor at the top of the rope.

8. Subtractions will be deducted for the following infractions:
   a. During a route climb, every touch of a colored handhold not on the route incurs a 5 point deduction. (max deduction will be 25 points).
   b. On any climb, any fall will incur a 10 point deduction. (max deduction will be 50 points)

9. Tiebreakers will be the quickest time on the most difficult rope in common.

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