

**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 4:	35 points
Rope 2:	75 points	Rope 5:	15 points
Rope 3:	55 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.

Revised 02/2012