

How the Victorian Interschool Climbing Competition works:

www.cliffhanger.com.au/schools

Teams:

Schools can enter a team of up to 12 competitors, the team is made up of sections, and each section has 3 competitors. The Sections are A (year 9/10 Girls), B (year 11/12 Girls), C (year 9/10 boys), D (year 11/12 boys). As we have many single sex schools competing, we allow schools to enter 4 sections, but they can any section you like, *i.e* 4 section A's (9/10 girls), or 1 of each Section and so on, up to 12 competitors in total.

Extra Teams:

Some schools that have a strong climbing component in their curriculum have more than 12 students wishing to compete. On request, we can usually accommodate a second team from a school, but this will be dependant on total numbers and the time constraints of getting all competitors through the event.

Minimum Numbers:

A school can enter as few as 3 competitors, BUT all 3 must be in the same Section. Teams of less than 3 or not in multiples of 3 cannot compete as we cannot score them fairly.

Age Groups:

Upon request/notification to Cliffhanger, Team Organisers can move a younger team member up a year level to fill a section. Note: older students **cannot** be moved down a year group.

How the event works:

All competitors get 3 climbs of differing difficulty to be climbed during a round robin competition. The climbing order is random, and each competitor gets 1 attempt at each climb. They will not necessarily climb their easiest climb first.

We group like sections together and they rotate through the round robin circuit as a "group", completing each of their 3 climbs.

We total the individual's score (see scoring for how it's calculated) from all 3 climbs, to give the individual a TOTAL SCORE, and we then add all 3 competitors TOTAL SCORES together to give a TOTAL SECTION score which gives the Section their ranking/place.

Prizes/trophies are awarded to the best placed Team in each Section, and to the top 3 individuals.

Typical Schedule:

8:30 – 9:00am	Teams arrive and register
9:15	Competitor Briefing by Competition Organiser
9:30	Demonstration Climb to all competitors by Cliffhanger Staff
9:45	Round Robin Climbing Starts
3:00	Finals
4:30	Presentation of Trophies and Prizes

Given we are usually dealing with several hundred students, things can run late, but we are usually pretty close to schedule.

Scoring:

Of the 3 climbs each competitor gets to climb, there are 3 difficulties, for lack of a better description, being:

EASY
MEDIUM
HARD

The routes/climbs are scored accordingly, based on difficulty and height reached. Note, the routes are NOT based on speed.

Each hold the student reaches is worth 1 point, so for instance if they reach the 20th hold on the route, they get 20 points.

We then apply a factor to this for the difficulty, i.e. MEDIUM may be multiplied by 1.5 and HARD by 2 to give weight to the fact that the climb is harder.

We also have to apply another factor based on how many holds are on the wall, so that a longer easy climb is not worth more than a shorter hard climb! But in essence they get more points for getting to the top of the harder climb than the easiest. We do not specify what difficulty the climbs are, and we don't tell the belayers or judges, so that way there is no disadvantage or advantage to anyone. (also see point 4 below)

Competing:

The basic rules are:

1. Once both feet have left the ground, you must keep going, i.e. you can't start gain.
2. You can only use the holds nominated *.i.e. the blue holds only etc.*
3. You are scored at where you fall off *.i.e. when both hands and feet are off the wall or the rope is weighted.*
4. We award points based on how high you get, so if you are going to fall off, dive for the next hold! A slap of the next hold is worth more than hanging on the hold before it. This is based on the CICE International Rules for competition climbing, and works as follows: (let's say we are on hold number 25 and about to fall off...)

Holding # 25	= 25 points
Progressing off # 25 (but not reaching #26)	= 25 "+" points
Slapping # 26 (but not holding it)	= 26 points

This allows us to score on effort and distinguish between someone who gets to a hold, and someone who tries to progress past it.

5. The last hold must be held for several seconds to get a full score, otherwise a "-" is applied. The maximum score is the final hold.