



AQUAROCK

DEEP WATER SOLO CLIMBING COMPETITION

7 . 16 . 22

Starting and Completing Routes

- Prior to starting your climb, ensure no one else is on that section nor in the pool by that section. Once you have confirmed that, you will verify with a lifeguard that you are approved to start your climb.
- Competitors must start the problem with both hands on the start hold(s).
- Under no circumstance should climbers traverse back to the concrete. Once you leave the concrete you must begin your attempt.
- You may use adjacent holds to make your way to the start hold(s), if the start hold is out of reach. If a competitor falls while traversing to the start holds it will not be counted as a fall.
- Competitors will need to maintain control on the final hold to receive credit for route completion.
- Competitors will wait behind the wall until it is their time to climb. Competitors are allowed to walk outside the gated area to preview routes. Competitors are not allowed to cross the red lines inside the gated area.
- Once the climber finishes their climb, they are not allowed to down climb. Push away from the wall, point your toes, and enter the water feet first like a pencil (no trick shots). Climbers that do not follow these guidelines will be DQ'd.
- Exit the water using the ladder next to the numbered mat where you began climbing.
- Competitors are allowed to store their towels, flipflops, and chalk bags on the retaining wall behind the climbing wall

Route Rules

- Once established on the starting hold, competitors may not touch any edges of the wall or bolts with hands or feet. Only use the holds, volumes or smear on the wall.
- A competitor may call a technical if a hold spins or breaks on route. Competitors may decide to continue the climb and accept the malfunction OR they can step down immediately and wait for the competition officials to fix the problem without consequence. If the competitor elects to continue climbing and accept the malfunction and is unsuccessful in that attempt, the attempt still counts as failed.
- If a competitor uses a hold that is off route, then it counts as a fall and they must drop off the wall.

Competitors are allowed to store their towels, flipflops, and chalk bags on the retaining wall behind the climbing wall

Scoring

- Final scores are based on the total score of the top 10 routes completed. Tied scores will be given priority in the order below.
 - Ex: Two competitors turn in a scorecard with their routes equaling 1000 points. Tie breaker would go to the competitor with the least number of total falls. If both competitors have the same number of total falls then the tie breaker would go to the participant with the earlier turn in time on their scorecard.
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- Final scores are based on the total score of the top 10 routes completed. Tied scores will be given priority in the order below.
- If you complete a problem on your first attempt, flash the problem, you will receive an extra 25 points.
- Your turn-in time will be determined when the designated Time Judge receives your scorecard and marks it accordingly. The clock managed by the Time Judge will be the only official time of the competition.
- Once you turn in your scorecard you cannot receive it back.
- Each heat will last 2 hours. There will be a 1 hour, 30 min, 15 min, 5 min, and final call from the official Time Judge. After the final call, no more attempts may be started and all scorecards must be turned in immediately.
- When time is called, competitors who have already started a climb may finish and still receive points.
- Competitors are responsible for their scorecard and getting two competitor/spectators' initials or one Whitewater Center staff member's initials.
- If a competitor loses their scorecard, they are not allowed to transfer any completed climbs.
- All falls need to be tallied on the scoresheet. To record if you flashed a problem (completed it on your first attempt), leave the number of falls column blank.

Awards

- Top 3 men and women in each heat.