



Rules

- **Top Rope and Lead Climbing Event**
- **Sign up as a team of 2 in your age category.**
 - Age Categories
 - Young Guns (18 Years and Under)
 - Rock Jocks (19 – 39 years old)
 - Stone Legends (40+ Years)
- **Teammate's ages will be averaged to determine category if you are not in the same age group.**
- **You can Win for Most Points or Most Overall Pitches**
 - 1 team only will win for Most Pitches
 - 1 team PER age category will win for Most Points
 - Can decide before turning scorecard which category you want to enter (Most Points or Most Pitches) and notate on scorecard.
- **Must top rope climb routes set up for top rope; MUST lead climb the lead only routes.**
- **You may repeat routes *UP TO 5 TIMES PER PERSON**
- **Only sends count** – once you fall/hang, you must lower from that attempt-NO PROJECTING
- **You must put your scorecard down at the route you are climbing/waiting to climb.**
 - If you would like to climb a route that is currently occupied, put your scorecard down in line.
 - Once someone has put their card down in line, the team currently on the route must each finish their attempts (one attempt each) and then let the waiting team climb.
 - You may get back in line by putting scorecard back in line.
 - You may not leave your scorecard in line for a route while you are climbing a different route.
- **There are no rules as to how you divide up the climbing between you and your teammate.**
- **You can win points for your team for each trad rack pull up you do *See Additional Scoring section for details.**
- **You can win points for your team if you wear a trad rack all day (from start until your turn in your scorecard *See additional Scoring section for Details**
- **You can win points for your team in the dyno challenge. *See Additional Scoring section for details.**





Scoring

- There are points obtained for sending each grade.
- Shorter walls count as HALF of a pitch, 50' walls count as 1 pitch.
- Shorter Walls count as the SAME number of points as that grade on the 50' wall.
- Additional 50 points for leading a route.

Points:

5.8 – 50 pts.

5.9 – 75 pts.

5.10a – 100

5.10b – 125

5.10c – 150

5.10d – 200

5.11a – 250

5.11b – 300

5.11c – 350

5.11d – 400

5.12a – 450

5.12b – 500

5.12c – 550

5.12d – 600

5.13a – 650

5.13b – 700

Additional Scoring:

- **Additional 1,000 Points (per person) for climbing entire day with a *functional* trad rack of at least 10 DIFFERENT pieces AND sizes on harness OR gear sling.**
 - *trad rack subject to judgment before start of event*
 - Each piece of gear must be attached to a quickdraw/sling.





- Must provide your own gear.
- **Trad Rack Pull Ups:**
 - Sign up for a spot between 4pm – 6pm
 - You have 1 minute to do as many pull ups as you can with the trad rack on (IP will provide a rack)
 - You may hang on bar to rest during attempt: Attempt is complete at 1 minute OR when/if you come off the bar (whichever comes first)
 - Receive 50 points per pull up completed.
- **Get Points for Completing the popular routes of Yosemite & Beyond**
 - As a team: must complete the number of *Inner Peaks* pitches that correspond to the route to get points: (*Inner Peaks Pitch -> 50 feet=1 pitch)
 - Moonlight Buttress: 30 (IP) pitches – earns you 50 points.
 - Zodiac: 45 (IP) pitches – earns you 75 points.
 - Half Dome: 55 (IP) pitches – earns you 100 points.
 - The Nose: 72.5 (IP) pitches – earns you 125 points.
 - Freerider: 82.5 (IP) pitches – earns you 150 points.
 - Azeem Ridge: 175 (IP) pitches – earns you 250 points.
 - *At the time you turn in your scorecard, note the total pitches you climbed as a team, and the highest route that corresponds to, and you will receive the corresponding points (climbed a total of 55 pitches – Half Dome—100 Points)

