

Climber's Conquest Rules

Climber's Conquest is a competitive bouldering competition held at High Point. Climbers can compete in up to three rounds of play to collect points via completing problems. The highest scoring 10 climbers move on to compete for the win.

This competition is a 3-stage event that spans over the following rounds:

- Qualifiers (for 2 rounds)
- Blitz (for 1 round)
- Competition (for 1 round)

Qualifiers

Qualifiers are held in two separate rounds where all players can compete to achieve as many points as possible. The more points scored, the higher the rank they'll receive.

The selected problems for qualifiers are below:

Tag	Amount	Attempts
■	3	Unlimited

Points for the selected problems are below:

Tag	Points for Attempts
■	5 x 1 4 x 2 3 x 3-4 2 x 7-8 1 x 9-10 0 x 10<

	10×1 8×2 $6 \times 3-4$ $4 \times 7-8$ $2 \times 9-10$ $1 \times 10<$
	15×1 10×2 $7 \times 3-4$ $5 \times 7-8$ $3 \times 9-10$ $1 \times 10<$
	20×1 15×2 $10 \times 3-4$ $7 \times 7-8$ $5 \times 9-10$ $2 \times 10<$
	25×1 20×2 $15 \times 3-4$ $10 \times 7-8$ $7 \times 9-10$ $3 \times 10<$
	30×1 25×2 $20 \times 3-4$ $15 \times 7-8$ $10 \times 9-10$ $5 \times 10<$

Blitz

Blitz is a timed round where players are given a two-hour window to complete as many problems as possible. Each completed problem gives additional points towards the player's collected total through qualifiers. Following the Blitz round, the top 10 highest scoring players through the first three rounds will advance to the competition.

The selected problems for qualifiers are below:

Tag	Amount	Attempts
■	High Point's discretion	Unlimited
■	High Point's discretion	Unlimited
■	High Point's discretion	Unlimited
■	High Point's discretion	Unlimited
■	High Point's discretion	Unlimited
■	High Point's discretion	Unlimited

Points for the selected problems are below:

Tag	Points per Completion (Outside Wall)	Points per Completion (Inside Wall)	Points for Completion (Inside Inclined Wall)
■	1	2	3
■	2	3	5
■	3	4	7
■	4	5	10
■	5	6	13
■	6	7	15

Competition

Competition is the winner-takes-all round where the top 10 climbers compete for the title. During competition, all players will progress through each problem with each being allowed 4 attempts per problem (1st Attempt, 2nd Attempt, 3rd Attempt, Last Chance). If a player cannot complete a problem in the four allotted attempts, they are eliminated from competition. The last player standing is the winner.

The selected problems for competition are below:

Tag	Amount	Attempts
■	3	4
■	3	4
■	3	4
■	3	4
■	3	4
■	3	4

The following is the ruleset for competition day:

[Climbing Order Rule](#)

The top 10 climbers with the highest combined point total from Qualifiers/Blitz move into Competition. Those 10 players will be placed in seeds determined by their point total. Players will compete in each problem in descending seed order.

[Chosen Problems Rule](#)

The chosen competition problems will increase in difficulty per problem per tag. For example, the first yellow tags will be chosen in the means of easier, harder, hardest. Tags are chosen at the discretion of the commissioner.

[Allotted Attempts Rule](#)

Each player will have four attempts for each problem they face, labeled as 1st Attempt, 2nd Attempt, 3rd Attempt, Last Chance. If a player cannot complete a problem in those 4 allotted attempts, they are eliminated from competition.

[Attempt Grace Rule](#)

If a player fails their attempt, the next player in order will step up for their attempt giving the previous player a moment to rest assuming they have further attempts. If a player is the last remaining player working attempts, they will be given a short rest between attempts.

[Climb Fault Rule](#)

A climb fault occurs only when a player uses a hold on a problem path that is not a part of the selected problem to their advantage. If while a player is attempting a problem and commits a climb fault, that player will be returned to the problem start to redo that attempt without receiving attempt grace. If a player contacts an incorrect hold and releases connection without using it as an advantage, they will not be given a fault. If simultaneous faults are committed in a single attempt, they will lose that attempt.

[Competition Start Rule](#)

Competition meeting time will be selected closer to the day of play. 30 minutes following that time will be allotted for stretching, warmup, allowing for late players to arrive, etc. Players that arrive too late following the beginning of start time will be disqualified.