



## Competition Policy

### Belayer – Job Description

#### 1 Before the Competition

- The belayer may choose the belaying device he/she is most familiar with to belay as long as it is a manual breaking device (automatic or semi-automatic belaying devices are not allowed). All belaying devices need the approval of the Jury President
- When using a tuber: always put climbing rope at the broadest side of the HMS-karabiner
- Train in stopping a competitor's fall dynamically
- Train in spotting the competitor

#### 2 Before each round

- Consult the Chief Route Setter and get informed about the more difficult sections, obligatory holds for clipping (blue cross) and timing of route maintenance.
- Get informed about pre-clips and take actions to do so (sometimes a small ladder is needed).

#### 3 In The Call Zone

- Uncoil the rope and properly load it in the rope bag before getting the competitor.
- Verify having the correct competitor attached to your rope.
- Check the bib number.
- Check if competitor is ready for climbing: climbing harness correctly closed, figure of eight knot with an extra knot in the rope, climbing shoes on.
- Never touch the competitor. Don't interrupt the competitor's concentration unless really necessary.
- Attach belaying device to your harness in the call zone.
- Take the competitor's personal belongings.



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## 4 During Belaying

- Make sure that rope is correctly clipped in when pre-clip is used before competitor starts his/her attempt.
- Make sure before the competitor starts, the rope is at the best side for clipping.
- Keep the area in front of the wall vacant (no more persons than needed).
- Place the rope bag sufficiently away and prepare some meters of uncoiled rope for easy rope handling.
- Do not stand under the competitor (at start), but close enough to the wall to assure safety
- Keep close to the wall for the first 2-3 quickdraws (adapting depending on situation), later you can stand further back.
- Ensure competitor's movements are not hindered in any way by the rope being either too tight or too loose
- When the competitor attempts to connect the rope to any protection point, they are not hindered in doing so or, if the clipping of the rope to the protection point fails, any excessive slack in the rope is immediately taken in
- The belayer shall leave an appropriate amount of slack in the climbing rope at all times. Any tension on the climbing rope may be deemed as an artificial aid or hindrance to a competitor and a Technical Incident shall be declared by the Head Judge.
- Be aware of fast competitors who clip two quickdraws in one movement.
- Watch indications of possible fall: raising elbows, shaking, skipping a quickdraw.
- Absorb the fall dynamically which is not synonymous to a long fall.
- Absorb the fall safely – sometimes a longer fall is needed to avoid hitting a roof edge, etc. A falling competitor shall not be exposed to any danger of injury caused by the edge of an overlapping section or any other feature of the climbing wall in the arrest of any fall. However, no excessive fall shall be experienced by a competitor being belayed
- After having connected the rope to the final quickdraw or after a fall, the belayer shall lower the competitor to the ground taking care to ensure that the competitor does not come into contact with any ground-based equipment.
- Never encourage a competitor during the attempt.
- If there is a problem, contact the Head Judge or the Route Judge immediately.



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## 5 After Attempt

- While the competitor is untying the rope from their harness, the belayer shall pull the rope down in as fast a manner as possible without unduly disturbing the quickdraws. It is the responsibility of the belayer to ensure that the competitor vacates the Climbing Zone as quickly as possible.
- Give personal belongings to the competitor or tell the competitor where to find his/her personal belongings.
- Show competitor where he/she has to go: i.e. public arena.
- Work as fast as possible.