



Competition Policy

Route Setting Purpose

Route Setting for competition is a complex task. While the design of routes follows the general rules of route setting (variety, style, technique, holds use, use of features...) it also has to fit with the characteristics of the competition.

The Chief Route Setter has an overall responsibility for the design of competition routes. As such the Chief Route Setter will ensure all routes are safe and serve the right purpose.

The purpose of competition routes can be divided into three areas: selection, accessibility and spectacle. The purpose of routes will vary depending on the number of rounds and the type of competition.

1 Selection

The first purpose of competition is to rank climbers. Ideally all climbers will be ranked depending on the performances on their last round of participation and ties will be avoided. The following criteria should be used as a basis for the design of competition climbs:

1.1 Lead Competition

- Length of the route has to be appropriate:
 - State Competitions: as a guideline final routes will be from 30 to 50 movements. No routes will be set with less than 20 movements.
 - National Competitions: as a guideline final routes will be from 35 to 55 movements. No routes will be set with less than 25 movements.
- Routes will need to increase in difficulty
- Crux, or 'low percentage' movements should be avoided
- Rest possibilities should also be avoided so that the focus is on resistance
- An appropriate analysis of the climbers' field should be made prior to the start of setting
- Routes will be adjusted from one round to another when necessary

1.2 Bouldering Competition



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- Problems should be designed as per part 7.2 of IFSC rules. As part of the rules: the maximum number of handholds for one boulder shall be twelve (12) and the average number of handholds per boulder in any round shall be between four (4) and eight (8).
- Each problem should test different climbing abilities
- Progressing from start to bonus hold should be easier than from bonus hold to top
- An appropriate analysis of the climbers field should to be made prior to start of route setting
- Problems should to be adjusted from one round to another when necessary

2 Accessibility

As sport climbing competition in Australia remains relatively young, abilities within any particular category can differ dramatically. It is important to allow each athlete to progress in the routes so as to not discourage them. This is even more important for qualification rounds, and at regional and state competition.

The field of participants in each category should be analysed in order to allow each competitor to progress at least half the way of at least one route. Top ratio is presented in part 4.

Routes and problems should be designed to avoid height dependence. Special attention will be given to youth categories such as Youth C Female and Youth B boys.

3 Spectacle

Sport Climbing Continues to grow internationally, and with the possible integration of climbing into the Olympic Games, it is fundamental to ensure spectators are considered when setting the final rounds.

Routes and problems for finals will be designed in such way that they are appealing to spectators and exciting to watch. A few elements to consider for aesthetic purposes are:

- General path
- Use of features and holds
- Use of symmetric and asymmetric shapes
- Force dynamic movements

Lead: aim for one top in each route and ensure exciting finish.

Bouldering: aim for most problems to be topped / do not aim for all problems to be flashed.

Similarity in between each final route or problem can also be considered (playing with holds, features, movements, body position...).



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4 Guidelines for number of Tops

Aim for a format with Semi-Finals

	Lead	Bouldering	Main Purpose
Qualifiers	All climbers do at least half of a route. 90% of climbers top one route. Max 20 climbers top two routes	90% of climbers top at least one problem. Last qualified climbers top three problems.	ACCESSIBILITY
Semi- Finals	Maximum of two Tops No tie in the top 8 (especially 8 th place)	All boulders to be topped. Last qualified climber top two problems	SELECTION
Finals	One top or fall in last movements. No tie.	All boulders to be topped (ideally not by the same individual). A few flashes	SPECTACLE

Aim for a format without semi-finals:

	Lead	Bouldering	Main Purpose
Qualifiers	All climbers do at least half of a route. 80% of climbers top one route. Max four climbers top two routes. No tie for 8 th place	90% of climbers top at least one problem. Last qualified climbers top three problems.	ACCESSIBILITY & SELECTION
Finals	One top or fall in last movements. No tie.	All boulders to be topped (ideally not by the same individual). A few flashes	SPECTACLE