

GRANITE GRIPPER RULES

1. Contestants must have signed a Release of Liability form to compete. Contestants under 18 years of age must have the Release signed by a parent or legal guardian.
2. Point Limit: You will only be given points for climbing routes or boulder problems graded within or below your division. **EXCEPTION:** You can get extra points for top-roping one route or bouldering one problem **above** your division (one only). Example: An Intermediate (5.10 or less) contestant will only receive points for a 5.10 (or less) lead or **one** 5.11 top-roped climb. Similarly, an Intermediate (V3 or less) competitor will only receive points for a V3 (or less) or **one** V4 boulder problem. Also, you cannot score points for both top-roping and leading the same route.
3. **Divisions:**
 - Men's or Women's Recreational* (5.9 and under)
 - Men's or Women's Intermediate* (5.10 and under)
 - Men's or Women's Advanced* (5.11 and under)
 - Men's or Women's Open* (all grades)
 - Masters* (age 50 and above, unisex) (5.10 and under)
 - Youth* (age 12 and under, unisex) (5.9 and under)

 - Men's or Women's Recreational* (V1 and under)
 - Men's or Women's Intermediate* (V3 and under)
 - Men's or Women's Advanced* (V5 and under)
 - Men's or Women's Open* (all grades)
 - Youth* (age 12 and under, unisex) (V1 and under)

You may not change your selected division once the competition begins. In addition, all registrants will automatically also be entered into the following categories:

Endurance Rope (unisex, all grades)
Endurance Bouldering (unisex, all grades)

See item 10 below for scoring details. The organizers reserve the right to move a competitor to a category above or below their registered category if scores indicate inappropriate category selection, or to balance category participation.

4. Each ascent must be witnessed by **two (2) registered contestants** to be scored. Each witness must sign your score card for each ascent after you have filled in all applicable information for the route / boulder problem. The Honor System is observed.
5. It is recommended (but not required) that contestants climb in teams of three or more. Each team must provide its own climbing (ie top rope anchors, carabiners, ropes, protection, slings, etc.) / bouldering equipment. Each team must decide what equipment is necessary to climb each line safely. Teams may consist of contestants competing in different divisions.
6. All ascents must be completed from the line's lowest starting point while standing on the GROUND unless otherwise noted. The line is complete and can be scored once the climber has topped out or climbed to the described finish height and demonstrate control. If a route does not facilitate toping-out: all anchor points must be clipped before lowering off. If you fall or hang **on a roped ascent attempt**, you must pull the rope and start over from the ground; however, any gear a leader has placed may remain. **NO ascents with falls or hanging rests can receive credit.**
7. **No Dabbing** (Hitting the ground, tree, friend, etc... with a body part while climbing, which can allow you to continue instead of falling off.)

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8. Lead climbers must place their own protection (including quickdraws). To receive a “Lead” score, you may **not** use any equipment that you did not place yourself.
9. With very few specific exceptions as stated on the **Official Route List**, stick-clipping is **not** permitted. For routes shown in the route list allowing stick clips for safety reasons, only the first (lowest) bolt on the route may be stick-clipped.
10. You may climb as many lines as you wish, but you will only get credit for your five highest scores. Your 6th highest score may be used to break a tie (see below). Scores are based on the difficulty of the line. Lead climbs earn two extra point. Climbs with either gear placed on lead or bolted routes with significant run-out earn three extra points. Selected climbs have been awarded **bonus points**. Only climbs on the **Official Route & Bouldering Lists** may be counted.
11. Scoring Directions:
 - a) List each line you climb on the Scorecard.
 - b) For each route ascent circle either *Lead* or *Top Rope*.
 - c) Obtain the appropriate score for each ascent from the **Official Route or Bouldering List** and place it on your Scorecard.
 - d) Add **all** your scores to determine your **Endurance Score** (please double check your addition).
 - e) Circle your **5 highest** scores.
 - f) Add the **5 highest scores** to determine your **Category Score** (again, please check your math).
12. In the event of a tie..
 - a) The **roped winner** will be determined by: 1st) adding the +/- designations of the routes, 2nd) the single highest score reported, 3rd) the 6th highest scoring climb, and 4th) a contest of skill or strength.
 - b) The **bouldering winner** will be determined by: 1st) the single highest score reported, 2nd) the 6th highest scoring climb, 3rd) a contest of skill or strength.
13. All scorecards must be returned to the registration table in the pavilion by **5:00 pm SHARP** to be counted. Scorecards will not be accepted after 5:00 pm. **ABSOLUTELY NO EXCEPTIONS.**
14. **Crag courtesy:** Please take a minute to consider the impact your crashpads, backpacks, dogs, garbage, noise, and foot traffic have at the crag. Consider your fellow competitors and share the climbs, we all want a shot on the really classic problems. Finally, please remember to thank the park employees and your local Central Texas Climbing Committee officers for all their hard work.
15. **Bouldering ER Ratings:** ER ratings are an indication of height & danger. They indicate the number of pads you need to safely boulder a problem. See the bouldering guidebook by Scott Steiner for a more detailed breakdown on ER#. In general, the higher the ER Rating, the more you'd better plan your attempt, organize your pads and reign in fellow spotters.

CLIMBING IS DANGEROUS

**Do Not Attempt to Lead or Boulder in Excess of Your Abilities.
Solo ascents are strongly discouraged.**