



# TUCK FEST



**2018 DEEP WATER SOLO RULE BOOK**

The Tuck Fest Deep Water Solo Climbing Competition is back for year two, and we're excited to have you be a part of it.

Tuck Fest is a multi-day festival that celebrates the outdoor lifestyle through competitions, exhibitions, demos, and live music at the U.S. National Whitewater Center (USNWC). The festival features a variety of outdoor competitions that include trail running, kayaking, biking, climbing, stand-up paddle boarding, obstacle, and adventure racing. In just five years, Tuck Fest has grown from 14,000 attendees in 2013 to over 32,000 in 2017. New and unique outdoor experiences continue to be added year after year, and the Deep Water Solo Competition is proving to be the premiere event of this four day festival. This year, a \$15,000 cash purse is on the line as male and female climbers aim to edge out the competition on the USNWC's deep water solo climbing complex.

This rule book will cover all the details you'll need leading up to the event, including information on registration, selection, competition rules, and more.



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# 1. Significant Changes

- New finals format
  - The major difference from last year is that all finalists will be allowed to climb in an open gym session after the seeding round to attempt the finals routes, thus making the finals red point and not on-sight.
  - The route setters will use this to determine if the routes need to be changed. Any changes to the routes can be viewed from the ground the day of the finals, but changes will not be pointed out nor will competitors be able to forerun any changes.
- New Schedule
  - The new schedule is posted on our website.
  - Day 1 Morning Qualifiers
    - 7am: Check in will open at Deep Water Solo, this is also the only time you will be allowed to view the qualifying routes.
    - 8:30am: Competitors' meeting in isolation at the climbing facility
    - 8:50am: Isolation will close. All competitors must be in isolation or face disqualification.
    - 9am: Climbing will begin
      - Each completion will garner competitors 1 point.
      - The top 16 will be populated by the fastest overall time (time is cumulative across all three routes) for competitors with 3 points first, then competitors with 2 points and so on.
      - There will be 6 routes, 3 men's and 3 women's.
      - Each competitor will be given 3 minutes to climb a route with a 1 minute transition and a 3 minute rest between each route.
      - Groupings will be assigned randomly by the order in which you registered for Tuck Fest.
      - You only get one chance per route.
      - Judges will record your completion time and your highest hold if you fall.
      - Once competitors are finished, they can join the crowd until qualifiers are complete.

- 12pm: Qualifying Round finishes.
- 12:15pm: Top 16 men and women are announced and contacted for seeding.
- Day 1 Afternoon Seeding (Women)
  - You can preview the routes before isolation closes. Your fastest time will determine your seed (the 1st seed will face the 16<sup>th</sup>; the 2<sup>nd</sup> will face the 15<sup>th</sup>, and so on.) No one is in danger of being eliminated during seeding or open gym.
  - 2pm: Women's Seeding check-in opens
  - 3:30pm: Women's competitor meeting at Deep Water Solo
  - 3:50pm: Women's isolation closes, if competitors are not in isolation when it closes, they could face disqualification.
  - 4pm: Women's seeding round begins. Competitors are randomly assigned a number by the order in which they show up at check-in
  - 5pm: Women's seeding round finishes
  - 5:15pm: Women's bracket is populated and posted on our website and at DWS
- Day 1 Afternoon Seeding (Men's)
  - 4:30pm: Men's seeding check-in opens
  - 6:15pm: Men's competitor meeting at Deep Water Solo
  - 6:20pm: Men's isolation closes, if competitors are not in isolation when it closes, they could face disqualification.
  - 6:30pm: Men's seeding round begins. Competitors are randomly assigned a number by the order in which they show up at check-in.
  - 7:30pm: Men's seeding round finishes
  - 7:45pm: Men's bracket is populated and posted on our website and at DWS

- Day 1 Evening Open Gym (Women's)
  - The open gym is an opportunity for all of the competitors to preview and climb the finals routes before finals the next day.
  - It is a two hour bracket of time where competitors are able to climb the finals routes as many times as they would like. There is no isolation or specific time to climb. There will be a volunteer in charge of keeping order, otherwise the routes are open to climb.
  - 5:15pm-7:15pm Women's open gym on the finals routes
- Day 1 Evening Open Gym (Men's)
  - The open gym is an opportunity for all of the competitors to preview and climb the finals routes before finals the next day.
  - It is a two hour bracket of time where competitors are able to climb the finals routes as many times as they would like. There is no isolation or specific time to climb. There will be a volunteer in charge of keeping order, otherwise the routes are open to climb.
  - 8:15pm-10:15pm Men's open gym on the finals routes
- Day 2 Finals
  - 4pm Women's finals check-in opens
  - 5:15pm All of the Women's finalists should be in the staging area for competitors' meeting
  - 5:30pm First head-to-head race based off of seeding
  - 6pm Men's Finals check-in opens
  - 6:30pm Women's finals finish
  - 7:15pm All of the Men's finalists should be in the staging area for competitors' meeting
  - 7:30pm First head-to-head race, based off of seeding
  - 8:30pm Men's finals finish
  - 8:45pm Women's and Men's Awards Ceremony

## 2. Registration, Selection and Confirmation

### 2.1 Registration

Registration is a two-step process that involves submitting an application and registering for Tuck Fest. It is only necessary to register for Tuck Fest after you have been selected and notified. Only 50 men and 50 women will be selected for the Deep Water Solo Climbing Competition.

- 2.1.1 The application involves a short questionnaire that allows us to determine your climbing history, level, and ability to climb at or above the grades necessary to compete in qualifiers. The application can be found on our website under competitions + demos, land, climbing or at [tuckfest.org/competitions-demos/land/climbing/](http://tuckfest.org/competitions-demos/land/climbing/). All applications must be in by April 1<sup>st</sup> at 11:59pm.
- 2.1.2 Once you have submitted your application, you will be contacted by April 2<sup>nd</sup> at 12pm at the absolute latest. You will be notified if you have been selected or if you have been wait-listed. If you are selected, you will have up to April 4<sup>th</sup> at 11:59pm to register for Tuck Fest. If you have been put on the wait list, you will be notified of your selection no later than April 5<sup>th</sup> at 11:59pm and have until April 8<sup>th</sup> at 11:59pm to register for Tuck Fest. No competitors will be accepted to the competition after April 8<sup>th</sup> at 11:59pm.
- 2.1.3 Competitors should register after they are notified of their selection. Selected competitors have until April 4<sup>th</sup> at 11:59pm to register for Tuck Fest. Registration for Tuck Fest is \$35.
- 2.1.4 When you are selected and register for Tuck Fest, there will be no refunds. However, if you wish to transfer your registration fee to an alternative Whitewater Race Series event, you can request a transfer of 100% of your registration at least two months in advance of Tuck Fest. A 50% registration transfer may be requested at least one month in advance of Tuck Fest.
- 2.1.5 All registration transfers must be directed to [racedirector@usnwc.org](mailto:racedirector@usnwc.org).

### 2.2 Selection Process

The selection process is based off of your application. It is imperative to take this seriously. We look at previous deep water soloing experience, previous climbing competition experience, and competitors' overall climbing resume.

- 2.2.1 The first placed competitor of both men and women from the previous year will get an automatic invitation into the seeding round, open gym and finals.

2.2.2 In the event the previous year's finalist cannot attend, the finals slot will not be opened up to any other competitor, but an additional spot will be available for qualifiers.

2.2.3 Applications will be reviewed and competitors will receive an email confirming that they have been selected or wait listed within 10 days of receiving the applications. If you have been wait-listed, you will need to receive a confirmation before registering for Tuck Fest.

## 2.3 Confirmation

Confirmation emails will be sent out within 10 days of receiving an application. Once you have received a confirmation email, you have until April 4<sup>th</sup> at 11:59pm to register and pay for Tuck Fest.

2.3.1 Competitors are not considered fully registered for Tuck Fest until they have received a selection confirmation letter, registered and paid for Tuck Fest before April 4<sup>th</sup> at 11:59pm for primary selections and before April 8<sup>th</sup> at 11:59pm for selected wait listed competitors.

## 3. General Rules

### 3.1 Safety

3.1.1 In this competition, competitors are responsible for their own safety. The USNWC will provide lifeguards, but it is also the responsibility of the competitors to adhere to all rules and policies set forth for Tuck Fest.

3.1.2 The Chief Judge and the Chief Routesetter have the authority to make decisions on any safety matters. Anyone deemed by the Chief Judge to be behaving unsafely shall be subject to removal from the competition area, disqualification from the competition, or expulsion from the center.

3.1.3 The Chief Judge and Chief Routesetter will inspect the competition facility, routes, staging area, and grounds before the start of each round of the competition.

3.1.4 Only competitors, lifeguards, judges and other individuals approved by the Chief Judge are permitted in the competition area. The Chief Judge has the authority to restrict access to and eject any individual from the competition area.

3.1.5 The Judges may not serve as both lifeguard and judge; as such lifeguards cannot serve as judges.

- 3.1.6 Lifeguards are required to fulfill their duties in a proper, safe, and competent manner. The Chief Judge or Event Organizer will replace lifeguards exhibiting unsafe practices.
- 3.1.7 Lifeguards will have no physical or verbal contact with competitors outside of their safety duties.
- 3.1.8 All competitors must attend a pre-competition safety meeting and adhere to the USNWC facilities policies. This meeting will provide important safety information for competitors and missing this could result in disqualification.
- 3.1.9 Each route shall be designed so as to decrease the likelihood of a fall injuring a competitor or injuring or obstructing another competitor or third party. The Chief Routesetter will insure that none of the fall zones overlap and that there is no chance of competitors landing on each other.
- 3.1.10 The use of headphones, of any kind, while a competitor is climbing or warming up is not permitted.
- 3.1.16 If there is any reason to believe that a competitor is unfit to compete, such as illness or injury, the Chief Judge has the authority to exclude that competitor from the competition.
- 3.1.17 Under no circumstance should competitors climb on the scaffolding behind the wall or use the sides or top of the wall to assist them in a climb. There is absolutely no topping out at any of the USNWC climbing facilities.

## **3.2 Water Specific Safety**

- 3.2.1 It is assumed through the application and registration to Tuck Fest that competitors are strong swimmers; as competitors will be falling from significant heights into water and there will be no swim test.
- 3.2.2 When coming off of the wall, enter the water feet first, swim directly to the surface, swim back to the ladder nearest to the start of your climb, and exit using the ladder next to your route.
- 3.2.3 Under no circumstance should you ever swim across the pool or under another climber.
- 3.2.4 Do not go on the side of the pool with the judges or lifeguards. This area is left open in case of an emergency and could result in an unfair advantage. This could result in disqualification.
- 3.2.5 In the event a lifeguard must enter the water for a simple rescue, the competition will continue as normal so long as it is during a 3 minute climbing

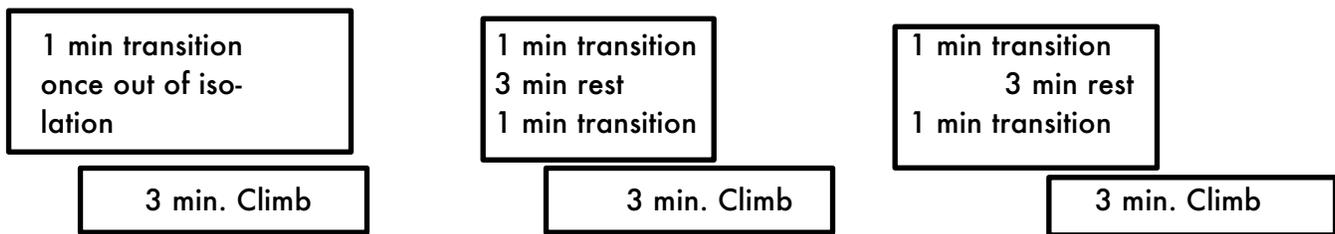
block. If the rescue is more complex or takes longer than one block of climb time, all climbing will stop until the rescue is completed and the lifeguards can return to their stations.

- 3.2.6 Competitors are required to follow all safety instruction from the lifeguards and will be subject to rule 3.1.2 if they do not.

### **3.3 Format**

- 3.3.1 Qualifiers – All selected competitors need to compete in the qualifying except the first place competitors from the previous year. They will receive a direct invitation into the seeding round, open gym session, and finals.

- a) Competitors will be randomly assigned a position in the running order of qualifiers when they complete the Tuck Fest Registration. They will receive a list of the running order by April 18<sup>th</sup> to determine their starting place.
- b) Competitors will enter an isolation area. This area is located at the climbing facility on the other side of the park. Competitors will walk over in groups of 10 to a staging area where they will come out one at a time to climb.
- c) Start lists will be posted in isolation areas, posted online and distributed to competitors prior to the start of qualifiers.
- d) There will be an authorized period of time to observe the routes. This will be allowed after competitors check in for qualifiers and close at the start of the competitors' meeting.
- e) Competitors may take pictures of the routes and discuss a route with another competitor in isolation who has not previously climbed the route. However, competitors are not allowed to receive any information concerning the route by someone who has climbed or watched a climber complete or attempt any of the routes.
- f) A separate rest period will be given between each route.
- g) Competitors have a maximum of 3 minutes to finish an attempt. At the end of the 3 minutes, climbers will be given a 1 minute transition period, to get out of the water and to their next station. After the 1 minute transition period climbers will sit out the next climb, giving them an additional 3 minutes to rest and 1 additional minute to prepare for the next route.



- h) The route time is started when the competitor is instructed to start. Climbers can use all of their time but speed will be used to break ties. Climbers cannot start the route until they are instructed. Any false starts will result in a disqualification for that route and the route will not be counted.
- l) Competitors will be scored first by completion. Competitors will receive one point for each completion and their time to the finish will also be recorded. The top 16 will be chosen from those competitors with three points first, followed by their combined climbing time over their three completed routes. In the event that there are not 16 competitors that finished three routes, competitors will be taken from the pool of those who finished two routes. Their times will be taken from the overall time from their two completed routes. In the event of a tie, the highest hold on the third route will be used to select a finalist who completed two routes.

3.3.2 Seeding – All finalists must participate in the seeding round. This will determine the running order of the finals the next day. No one is in danger of elimination during the seeding round

- a) Competitors will be randomly assigned a number when they arrive at check in. This number will correspond with the running order for the seeding round.
- b) In the event a competitor drops out, does not show up, or is deemed unfit to compete, they will automatically be considered the 16<sup>th</sup> seed. The 1<sup>st</sup> seed will still climb in the first round of finals but can elect to climb on their own or to climb with a rabbit.
- c) Seeding will be a single route, which competitors will climb twice. The fastest time of their two attempts will be used for seeding.
- d) Seeding routes will be open for viewing from check in for qualifiers until competitors are sequestered in isolation.

- e) After competitors are finished with their first climb, they will be able to watch the following competitors from a competitor viewing area.

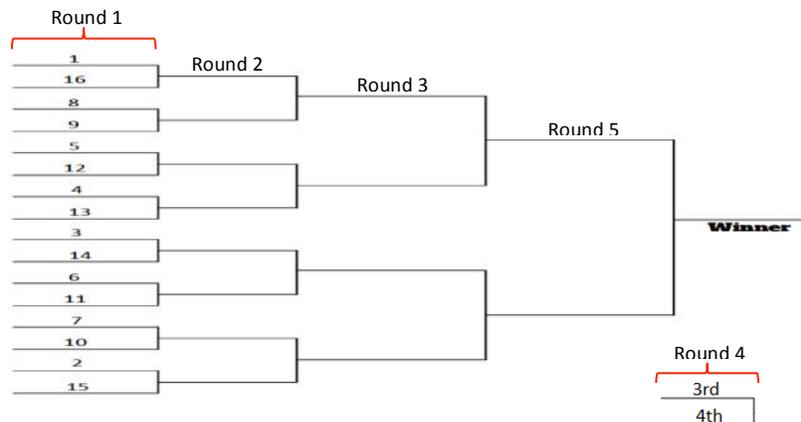
3.3.3 Open Gym – This is an opportunity for competitors to forerun the finals routes for the next day. It will also be used by the Chief Routesetter to determine any necessary changes that need to be made to the routes. Any changes to the routes can be viewed from the ground the day of the finals but changes will not be pointed out nor will competitors be able to forerun any changes. No one is in danger of elimination during the open gym.

- a) Competitors will be given a two hour period to test out the finals routes the night before.
- b) A volunteer will be behind the wall to help facilitate and ensure all pool rules are met, but there will be no judges or running order. Competitors are able to decide who climbs and how many times the climb at their own discretion.
- c) At the end of the two hours, all competitors must leave so that the route setters can make any adjustments to the finals routes.

3.3.4 Finals – The finals will be a head-to-head single elimination style competition with the bracket being decided the day before in the seeding round.

- a) In the event a competitor drops out, does not show up, or is deemed unfit to compete, the round will still continue but their opponent will be given the options to climb by themselves or to climb with a “rabbit.”
  - \* A “rabbit” can be anyone from the same gender that competed in the qualifying round but did not make finals.

b) The bracket will be as follows



- c) Winners for each round will be decided by the first one to control the highest hold; in the event that both competitors fall at the same hold, the first one to that hold will move on.
- d) Control will be determined by the ability to hold on for at least 2 seconds or more. The finish of every route must be controlled by BOTH hands to be considered complete.
- e) Positive movement and useable surface will be used to determine where a climber fell. Positive movement means a climber has controlled a hold and has been able to pull off of it, but did not hit any useable surface on the next hold. Useable surface means that a climber is able to hit the part of the hold where they should, on a higher scored hold, but are not able to hold on for the length of time to be considered controlled.
- f) If a round is too close to call, the decision will be determined by the Chief Judge and Chief Routesetter in conjunction with a video review, which will determine a winner. If no winner can be determined, the pair will climb again at the end of that round. In the event they were the last pair to climb, they will be given a 2 minute rest before they compete.
- g) Between rounds 1 - 3, competitors will be given a 3 minute rest period. Between rounds 3 - 5, competitors will be given a 5 minute rest period.
- h) Awards will be distributed as follows; 1<sup>st</sup> place: \$5000, 2<sup>nd</sup> place: \$2000 and 3<sup>rd</sup> place: \$500. Awards for both men and women will follow the end of the men's finals.

3.3.5 The competition will only begin at the Chief Judge's instruction.

3.3.6 A competitor must first control the marked handhold(s) before moving off the start. Control is defined by rule 3.3.4 d.

3.3.7 Each attempt will start at the signal of the timing system.

- a) Competitors are not allowed to start before the timing system allows.
- b) If a competitor starts before the timing system signal goes off, they will be disqualified for that route and the highest hold will be marked as the start hold(s).

3.3.8 Judges will only give out time updates if asked by the competitor they are currently judging.

3.3.9 A competitors' attempt will be considered terminated by a judge and the highest hold controlled if:

- a) their allotted time has expired.
  - b) they touch any part of the wall that is expressly stated as out of bounds, such as the sides and top of the wall, the space between the wall and the concrete deck bolt hangers or bolt holes on the wall on a modular volume.
  - c) the competitor touches the water with any part of their body.
  - d) they compromise either their own or any other's safety.
- 3.3.10 The refusal by a competitor to obey the instructions of the Chief Judge to terminate their attempt on a route could result in the disqualification of the competitor.
- 3.3.11 A competitor is permitted to down climb at any point during their attempt, but they must enter the water and cannot attempt to climb back onto the concrete.
- 3.3.12 A competitor may not be judged by a family member, significant other, or spouse. It is the responsibility of the Chief Judge to ensure this does not happen.
- 3.3.13 Bolt hangers may not be used as handholds or footholds. Using one will result in the termination of the competitor's attempt.
- 3.3.14 The entire surface of the climbing wall shall be permitted to be used for climbing except:
- a) the t-nut holes created in the climbing wall or modular volumes.
  - b) the sides and top of the wall or the space between the bottom of the wall and the concrete deck.
  - c) any areas that the Chief Routesetter has marked off or out of bounds.
- 3.3.15 Competitors may use earphones, headsets, and electronic devices while in isolation only while they are not climbing. However, if it comes to light that a competitor has used a device to gain an unfair advantage or prior knowledge about a route, that competitor will be disqualified from the competition.
- 3.3.16 For the finals route, a traverse will be set to the start holds. The start holds will be clearly defined. If a competitor falls on this traverse or touches the water with any part of their body, they automatically lose their attempt and their opponent may run the route as a single or with a rabbit.

## 3.4 Technical Incidents

3.4.1 Technical Incidents are defined as spinners, broken holds, blood on a hold/open wound, a failure in the timing system, or a serious breach of the rules or conduct by a competitor, judge, staff member, or spectator.

### 3.4.2 Spinners

- a) In the event of a spinner during qualifiers, competitors have two options. They can either come off the route immediately (this attempted will not be recorded and the climber will be given another attempt) and consult the Chief Judge or they can continue the route if they do not fall. However, if they choose to continue and fall later in the route, they will not be allowed to attempt the route again. The Chief Judge will decide when the next attempt of the affected competitor will be slotted in based on the competitor's requested recuperation time within the maximum limit of 20 min or when the route is fixed, whichever comes last. The Chief Routesetter will alert the Chief Judge that climbing needs to be paused while adjustments are made.
- b) If a spinner occurs in the seeding round and the climber falls, the climber will be placed at the back of the line, the route setters will fix the hold and climbing will resume. If the climber does not fall, they may continue the route. If they fall later on the route, they cannot claim a technical and the attempt will count. If the climber continues to climb, time will stop after their attempt until the Chief Routesetter can fix the hold.
- c) If a spinner occurs during finals, both climbers will be called down from the route, the Chief Routesetter will fix the hold, and the pair will climb at the end of the round. In the event they are the last pair in the round, competitors will be given an additional 5 minute rest period on top of the time it took the route setter to attend to the spun hold.

### 3.4.3 Broken Hold

- a) All rules set forth in 3.4.1 will hold true here.
- b) In the event a hold breaks, it will fall on the Chief Routesetter to find an appropriate replacement. Climbing will halt until the route setters are able to replace the hold.

3.4.4 In the event that a climber is injured while climbing with an open wound and leaves blood on a hold, it will fall on the Chief Routesetter to have the hold

cleaned. If the hold cannot be cleaned sufficiently, than the Chief Routesetter must select an appropriate replacement and have it replaced.

- a) The competitor will be required to seek medical attention and be allowed to continue the competition after they have been given the all clear by either a lifeguard or on-site advanced medical personnel. If it is the recommendation of the lifeguard or EMS that the competitor not continue, they will be removed from the competition by the Chief Judge, as per rule 3.1.16.
- b) If a competitor is able to return to the competition, it will be at the discretion of the Chief Judge to determine where the competitor can be slotted in.
- c) There will be no other technicals given for medical grounds.

3.4.5 The Chief Judge is responsible for keeping a backup timing system. In the event the primary timing system fails, climbing will continue but verbal climbing commands will be given.

3.4.6 In the event that there is a serious breach of the rules or conduct by a competitor, judge, staff member or spectator, the Chief Judge has the right to halt climbing and enact rule 3.1.2, which can lead to an expulsion from the competition or even the center.

3.4.7 The Chief Judge has the right to halt climbing at any time, if they believe a competitor has received an unfair advantage or disadvantage and in conjunction with the Chief Routesetter will determine the appropriate response.

## **3.5 Route Setting**

3.5.1 The USNWC is will to set new routes for this competition.

3.5.2 Route setters may only discuss details of the routes and route setting process with members of the setting team, judges or members of the event organization team. Route setters may not discuss any aspect of the routes or their process that may provide an advantaged to a competitor or create an objective appearance of impropriety.

3.5.3 Each route will be clearly marked with a starting hold(s) and a finishing hold(s). If it is a two hand start or finish, it is the responsibility of the Chief Routesetter to make this obviously clear.

3.5.3 The entire surface of the climbing wall shall be permitted to be used for climbing with the exceptions of the space between the concrete deck and the wall, the top of the wall or the sides of the wall.

### **3.6 Competitors' Meeting**

3.6.1 A competitors' meeting will be held prior to the start of each round of competition and is mandatory for all competitors. Any competitor who does not attend the competitors' meeting could be disqualified. The content of this meeting will:

- a) confirm the competition schedule and any changes to the information presented here.
- b) clarify any information that is applicable to the rules, schedule, competition and presentation
- c) communicate any logistical information that competitors may need
- d) convey all safety instructions and address any safety concerns
- e) allow competitors to ask any questions they may still have

### **3.7 Starting Lists**

3.7.1 A list of competitors, separated by gender, will be published at least 2 days prior to the start of qualifiers.

3.7.2 The start list will be posted in the isolation areas and on the official competition website.

3.7.3 The starting lists for the seeding round will be randomly created by the order in which competitors check-in.

### **3.8 Check-in and Isolation**

3.8.1 All competitors must check-in at the Deep Water Soloing Facility and be in isolation at the Spire/Climbing facility as denoted on the event map no later than 8:30am Friday morning. Failure to be in isolation by this time could result in a disqualification.

3.8.2 The only observation time competitors will be given will be between packet pick-up, starting at 7am, and the start of the competitors' meeting at 8:30am.

3.8.3 A mandatory competitors' meeting will start, in isolation, at 8:30am.

3.8.4 An official clock will be displayed in the isolation area.

- 3.8.5 There will be two isolation areas. Competitors will be sequestered at the climbing facility to allow them to warm up. Once their group is called they will be moved to a staging location next to Deep Water Solo. There will be no warm up equipment or area to climb in the staging area.
- 3.8.6 Competitors can use the entire surface of the wall given to them in isolation except topping out on the boulder itself. This is not permitted. Competitors should also refrain from climbing to an unsafe height.
- 3.8.7 Any attempt to leave the isolation area without the express permission of the isolation monitor will be deemed as an attempt to watch competitors climb and obtain an unfair advantage. This will result in immediate disqualification.
- 3.8.8 Competitors and staff members should report any misconduct or violations of the isolation rules to the Chief Judge. They should not address it themselves unless it is an immediate safety issue.
- 3.8.9 Competitors family members, friends, coaches, or sponsors may stay with them in isolation. However, they are bound to the same rules as the competitors and will be the responsibility of the competitors. Also, they will not be allowed to leave the isolation area until the competitor they are with is moved to the staging area.
- 3.8.10 Only competitors, Judges, USNWC staff members, and authorized volunteers will be allowed in the staging area.

### **3.9 Prior to climbing**

- 3.9.1 Once you have been called out to the first climb, you will be escorted to a chair where you have approximately 1 minute to prepare and come to the edge of the wall.
- 3.9.2 Competitors may touch the start hold prior to the announcement to climb but may only begin once the timing system has allowed them to start.
- 3.9.3 Any competitor who starts early will be disqualified from that route and their highest hold will be marked as the start hold(s).
- 3.9.4 It is the competitor's responsibility to be prepared and ready to begin when the timing system alerts them. Any delay in starting will only count against the competitor's final time and they will not be given additional time or another attempt.

## 3.10 Scoring

- 3.10.1 Qualifiers will be scored by completion first, followed by overall climb time, highest hold and fastest time to the highest hold.
- a) Each completion during qualifiers will garner competitors 1 point.
  - b) Within the point groupings, place will be assigned by the fastest overall combined time across all completed routes.  
  
\* 3 points and an overall time across all completed routes of 2:37 would beat out a competitor with 3 points and an overall time across all completed routes of 2:40.
  - c) The top 16 will be populated by competitors who have 3 points first, then two, then one, then highest hold reached by the fastest time on the hardest route.
- 3.10.2 Seeding will be scored by your fastest time on the seeding route. Competitors will be given two attempts on the seeding route and their fastest time will determine their seed.
- 3.10.3 Finals will be scored by the first one to finish, followed by highest hold, then the fastest competitor to the highest hold (in the event that both competitors fall at the same spot, the win will go to the competitor who got there first). In the event that a winner cannot be determined, the Chief Judge can call upon rule 3.3.4 f).
- 3.10.4 Route maps will be supplied to all the judges to record highest hold for every round.
- 3.10.5 The results of every competitor's scores and times will be posted on the Tuck Fest website as soon as they are made available to the event organizer.
- 3.10.6 Score cards will stay in the hands of the judges at all times. However, competitors can approach any judge to take a look at their score card but only theirs.
- 3.10.7 Judges will never divulge the scores cards of other competitors.

## 4. Appeals

### 4.1 Protocol

- 4.1.1 Official appeals are different from regular discourse between a competitor and a judge.
- 4.1.2 All official appeals must be made in person, to the Chief Judge.
- 4.1.3 All appeals must be made by the competitor. No appeal may be made by a third party in lieu of the competitor with the exception of competitors who may have a hearing or speech impairment.
- 4.1.4 Appeals for the qualifiers and the seeding round must be made within 20 minutes of the end of the competitor's climbing time. In the case of a disputed score, competitors have 20 minutes from the official posting of the results.
- 4.1.5 For the finals round, an official appeal must be made immediately after the pair is finished.
- 4.1.6 The Chief Judge may utilize any information necessary to come to a decision and may consult with the Chief Routesetter if needed.
- 4.1.7 The Chief Judge will be responsible for relaying the appeal decision and subsequent steps to the competitor in person.
- 4.1.8 If a competitor still disagrees with the Chief Judge's appeal decision, they may request an appeals committee. This committee will be comprised of the Chief Judge, Chief Routesetter, Event Organizer, Announcer and timing judges. They will review all available information to come to a consensus. Their decision is final and cannot be appealed.