

TUCK FEST

DEEP WATER SOLO
COMPETITION RULE BOOK

APRIL 25 - 28, 2019



U.S. NATIONAL
WHITewater CENTER



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 paddleboarding, and adventure and obstacle racing. In just six years, Tuck Fest has grown from 14,000 attendees in 2013 to over 55,000 in 2018. 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. A \$15,000 cash purse will be awarded to first, second, and third placement winners in both male and female categories.

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

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1. INVITATIONS & SELECTION

1.1 Invitations

Invitations will be sent out via email by November 19, 2018 to fourteen males and fourteen females. Invitees will have 30 days to respond to the invitation. Registration will be confirmed by responding directly to the email.

1.2 Wildcard Invitations

Wildcard applications are open now through February 1. Climbers who feel that their skill level aligns with the professional competition can submit an online application. Up to six wildcard entries will be accepted into the competition. Wildcard entries will be notified by February 8, 2019 of their application status. If you are accepted into the Tuck Fest Deep Water Solo Climbing Competition, you must register by February 15, 2019. To accept and register for the Wildcard Invitation, simply reply directly to the invitation email.

1.3 Selection Process

Selection process will be carried out by a Climbing Committee organized by the USNWC. Climbers will be judged on Deep Water Solo experience, skill level, and (if applicable) those who placed in the 2018 Tuck Fest Deep Water Solo Climbing Competition. The selection criteria is the same for both Invitation and Wildcard.

1.4 Registration Refund

Once you have registered 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. All registration transfers must be directed to racedirector@usnwc.org.

2. SAFETY RULES

2.1 General Safety

Competitors are responsible for their own safety at all times. Lifeguards will be provided by the USNWC but it is the sole responsibility of the climber to be aware of their surroundings and safety. It is also the responsibility of the competitors to adhere to all rules and policies set forth for Tuck Fest.

Both the Chief Judge and 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, and/or expulsion from the U.S. National Whitewater Center.

Only competitors, lifeguards, judges, and other individuals approved by the Chief Judge are permitted in the competition area.

All competitors must attend a mandatory pre-competition safety briefing. Absence to the safety brief could result in disqualification.

Under no circumstance should climbers use the scaffolding behind the wall, the sides, or the top of the wall to assist them in a climb. There is absolutely no topping out at any of points on the Deep Water Solo Complex at the USNWC.

2.2 Water Specific Safety

All competitors must be strong swimmers; there will be no swim test.

When coming off 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. Do not hang out in the water.

Under no circumstance should you ever swim across the pool or under another climber.

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

3. REGULATIONS

3.1 Climbing Regulations for Qualifiers, Seeding, and Finals

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

3.1.2 A competitor must first control the marked handhold(s) before moving off the start.

3.1.3 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).

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

3.1.5 A competitor's 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 before the fall.

D) They compromise either their own or any other's safety.

3.1.6 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.

3.1.7 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.

3.1.8 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.

3.1.9 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.

3.1.10 Bolt hangers may not be used as handholds or footholds. Using one will result in the termination of the competitor's attempt.

3.1.11 The entire surface of the climbing wall is permitted 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.

3.1.12 A traverse will be set to the start holds of the finals route. 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.

3.1.13 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.

3.1.14 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.

3.1.15 Any competitor who starts early will be disqualified from that route and their highest hold will be marked as the start hold(s).

3.1.16 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.

3.2 Timekeeping

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.

3.2.1 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, which can lead to an expulsion from the competition or even the center.

- 3.2.2 The Chief Judge has the right to halt climbing at any time if they believe a competitor has received unfair advantage or disadvantage. At time of occurrence, the Chief Judge and Chief Routesetter will determine the appropriate response.

3.3 Routesetting

- 3.3.1 The USNWC may or may not set new routes for this competition.

- 3.3.2 Routesetters 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. Routesetters may not discuss to any competitor any aspect of the routes or their process that could be seen as an advantage or create an appearance of impropriety.

- 3.3.3 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 clear.

- 3.3.4 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.

3.4 Competitor Meeting

A competitor 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 competitor's 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 the opportunity to ask any questions previously unanswered.

3.5 Start Lists

3.5.1 A list of competitors (separated by gender) will be published at least 2 days prior to the start of Wildcard qualifiers.

3.5.2 The start list will be posted in the isolation area and on the official competition website.

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

3.6 Check-in and Isolation

3.6.1 All competitors must check-in at the Deep Water Solo Complex and be in isolation at the Spire/Climbing facility as denoted on the event map no later than 12:30pm Friday. Failure to be in isolation by this time could result in a disqualification.

3.6.2 The only observation time competitors will be given will be between packet pick-up, starting at 7am, and the start of the competitor meeting at 1:00pm.

3.6.3 A mandatory competitor meeting will start, in isolation, at 1:00pm.

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

3.6.5 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 Complex. There will be no warm up equipment or area to climb in the staging area.

3.6.6 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.

- 3.6.7 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.
- 3.6.8 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.
- 3.6.9 Family members, friends, coaches, or sponsors of competitors 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.
- 3.6.10 Only competitors, Judges, USNWC staff members, and authorized volunteers will be allowed in the staging area.

4. QUALIFIER AND SEEDING FORMAT

4.1 Qualifiers

Invited climbers will be given a bye for the qualifiers round and automatically enter into seeding. Wildcard climbers will qualify and seed during the seeding round.

4.2 Seeding

All climbers must participate in the seeding round. This will determine the running order of the finals the next day. Wildcard athletes are the only competitors that are in danger of elimination during the seeding round.

- 4.2.1 Competitors will be assigned seeding order based on time of registration.
- 4.2.2 Seeding will be a single route, which competitors will climb twice. The fastest time of their two attempts will be used for seeding.
- 4.2.3 Seeding routes will be open for viewing from check-in.
- 4.2.4 Competitors are permitted to spectate from a designated competitor viewing area.

4.2.5 In the event a competitor drops out, does not show up, or is deemed unfit to compete, they will automatically be considered the last seed. The 1st seed will still climb in the first round of finals, but can elect to climb on their own.

4.3 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. Climbers will be given one hour for open gym.

4.4 Finals

The finals will be a head-to-head single elimination style competition with the bracket decided by the seeding round the evening before.

4.4.1 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.

4.4.2 The bracket is as follows:



4.4.3 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.

- 4.4.4 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 in order to be considered complete.
- 4.4.5 Positive movement and useable surface will be used to determine where a climber fell. Positive movement meaning 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 meaning 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.
- 4.4.6 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 to 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.
- 4.4.7 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.
- 4.4.8 Awards for both male and female categories will follow the end of the men’s finals. Awards will be distributed as follows:
 - A) 1st Place: \$5,000
 - B) 2nd Place: \$2,000
 - C) 3rd Place: \$500

5. TECHNICAL INCIDENTS

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 as determined by the USNWC.

5.1 Spinners

- 5.1.1 In the event of a spinner during qualifiers, competitors have two options:

A) The climber can come off the route immediately. This attempt will not be recorded and the climber will be given another attempt.

B) The climber 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.

5.1.2 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.

5.1.3 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.

5.2 Broken Hold

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.

5.3 Injury

In the event a climber becomes injured with an open wound and leaves blood on a hold, it is the responsibility of the Chief Routesetter to have the hold cleaned. If the hold cannot be cleaned sufficiently, the Chief Routesetter must replace the hold with an appropriate replacement.

5.3.1 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.

5.3.2 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.

5.4 Timekeeping

Please refer to sections 3.2.1 and 3.2.2 on page 6.

6. SCORING

Qualifiers for Wildcard Entries will be scored in order by: highest hold, time.

6.1.1 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.

6.1.2 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.

6.1.3 Route maps will be supplied to all the judges to record highest hold for every round.

6.1.4 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.

6.1.5 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 and their score card only.

6.1.6 Judges will never divulge the scores cards of other competitors.

7. APPEALS

Official appeals are different from regular discourse between a competitor and a judge. All official appeals must be made in person, to the Chief Judge. 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. 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.

For the finals round, an official appeal must be made immediately after the pair is finished. The Chief Judge may utilize any information necessary to come to a decision and may consult with the Chief Routesetter if needed. The Chief Judge will be responsible for relaying the appeal decision and subsequent steps to the competitor in person. 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 provide a consensus. Their decision is final and cannot be appealed.