UIUC Campus Recreation Boulder League

When:

- Monday, Thursday, Friday 5-8 pm
- October 31st – December 2nd (not including the week of Fall Break)
- Championship – Monday, December 5th (time tbd)

Description:

Teams of 3-4 climbers will compete against each other by climbing designated routes to score points. There will be 13 new boulders per week ranging in difficulty from V0-V8. Teams will receive a weekly email with the names of the boulders for the week to be found on the Kilter Board app. A leaderboard will be posted throughout the league so each team knows their standing and can best decide what climb to attempt. At the end of the 4 weeks, the two teams with the top scores will compete for the championship. All other teams will be invited to view finals.

League Rules

1. Teams can be made up of minimum 3 people and maximum 4 people.
2. Points are awarded according to climbers’ ability to even the playing field.
3. Campus Rec Climbing Staff will be present during the designated climbing times. Staff will confirm climbs and submit scores to the leaderboard.
4. At the end of each week, the top three scores from each team will be summed together for their weekly total. For example: Suzie, Brandon, and John’s best climbs for the week each score 15 points. However, Emily was able to complete a climb for 20 points. Their team’s total for the week will be 50 points (15, 15, 20).
5. If a team has less than 3 team members present, the missing team members will score a zero for that week.
6. Climbs sent outside of the designated boulder league times will not count towards your team’s score. Climbers are permitted and encouraged to practice outside of league hours.

1. Teams may attend 1, 2, or 3 boulder league nights. If teams attend 0, they will score a 0 for that week. At the end of the week, the top scores from 3 team members will be counted towards your team’s weekly score.

Climbing Rules – normal bouldering rules apply

1. Points are earned by completing a boulder problem from start to finish.
2. Climbers must control the start hold(s) with both hands, feet off the ground, before moving to the next hand hold.
3. Climbers must have two hands on the finish hold(s) for at least two seconds.
4. Climbers will not receive points if they touch holds lit up in YELLOW with their hands.
5. To earn points, the climbs must be sent at the correct wall angle.
6. Bolts and bolt holes are off.
7. Aretes and the top of the wall are off.
8. If you use a hold that is off-route, no points will be earned.
a. Accidental tapping of another hold is okay, as long as it did not assist your climbing in any way. It will be up to the present Campus Rec Climbing Staff to determine the integrity of the climb.

9. To earn points, the climb must be witnessed by the staff member.

10. Be respectful of your fellow competitors and cheer each other on!

Handicap System

Boulder League is designed to help you improve, push yourself, and have fun. We want everyone to have the chance to win if they really push themselves and train hard! So, we are using a scoring system that puts all climbers on an even playing field. Climbers decide the division they will participate in and points are awarded for each problem based on the points chart below. Climbing divisions are based on the V-scale grade you can climb comfortably. Those grades are shown in red below.

Divisions and Points chart

<table>
<thead>
<tr>
<th>Division</th>
<th>Points</th>
<th>V0-</th>
<th>V1</th>
<th>V2</th>
<th>V3</th>
<th>V4</th>
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<tbody>
<tr>
<td>D1</td>
<td>5</td>
<td>V0-</td>
<td>V1</td>
<td>V2</td>
<td>V3</td>
<td>V4</td>
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<tr>
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<td>10</td>
<td>V0</td>
<td>V1</td>
<td>V2</td>
<td>V3</td>
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<tr>
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<td>V6</td>
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<td>25</td>
<td>V3</td>
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1. Climbing any grade above your division earns you 30 points. However, this only counts once during the duration of the league.

2. Climbing any grade below your division earns you no points

3. Lastly, don’t sandbag. Sandbagging is lame. Participants who flash the most difficult grade in their division consistently will be encouraged to join a higher division for the remainder of the league.

Registration

1. Teams will register through the intramural Fusion Play App

2. Registration will open October 12th at 12am and end October 26th at midnight.

3. On October 27th from 5-8pm, there will be a bouldering event for league members. The goal of this event is to help people determine which division is best suited for their climbing ability.

4. A division selection form will be sent to all participants and must be submitted by Sunday, October 30th. Anyone who does not submit the form by midnight will be docked 5 points.

Finals – December 5th

1. The top two teams will compete in championship.
2. All 4 team members will compete, and all 4 scores will be counted. If a team only has 3 members, one person will climb twice.
3. Climbers will be assigned to a climb that is the hardest grade in their division.
4. Teams must determine the order in which their members will climb.
5. Climbers will have 4 minutes to complete the boulder.
6. Climbers will earn one point for controlling the zone hold.
7. Climbers will earn a second point for controlling the finish hold.
8. The team with the most points will win.
9. In the event of a tie, the first person in the climbing order, for both teams, will climb a tie breaker boulder. If the score is still tied, the second person in the order will climb a different tie breaker boulder. This will continue until the tie is broken.