

4.3. SPEED COMPETITIONS REGULATIONS

4.3.1. INTRODUCTION

4.3.1.1. These regulations shall be read in conjunction with the UIAA Regulations governing international ice climbing competitions.

4.3.1.2. All Speed competition routes shall be climbed on top rope.

4.3.1.3. A route shall be considered successfully completed if it is climbed in accordance with the regulations and rules governing Speed competitions and the competitor has stopped the timing device.

4.3.2. SAFETY

4.3.2.1. The top rope shall pass through two separate protection points, each consisting of one locking karabiner secured to the protection point by a quick draw sling and a 10mm Maillon Rapide closed in accordance with the manufacturer's specification.

4.3.2.2. The position of the final protection points must be above the switch controlling the timing device or finishing signal for the route.

4.3.2.3. The climbing rope shall be connected to the competitor's harness by two Screwgate or Self-Locking Karabiners arranged in opposition (i.e. with the gates in

opposition) and the climbing rope must also be attached to the Karabiners using a “figure of eight” knot, secured with a “stopper” knot or tape.

4.3.2.4. The position of the protection points shall be such as to neither assist, hinder nor endanger a competitor during his/her attempt on a route.

4.3.2.5. Belaying

- a) Each rope shall be controlled by two belayers.
- b) The belayers shall be situated in a position at the bottom of the wall such as to prevent accidents due to falling equipment that may occur during climbing.

4.3.2.6. All excess equipment (karabiners, quickdraws, bolts, etc.) shall be removed from the routes.

4.3.2.7. The routes should be designed such that the competitors cannot interfere with or unduly distract each other.

4.3.3. COMPETITION ROUTES

4.3.3.1. If Qualification and Final rounds are held:

- a) on the same day: the route for both rounds shall be the same.
- b) on different days: the route for each rounds may be slightly different. Competitors shall be informed about that in advance.

4.3.3.2. The height of a single-route is recommended to be within 18-25 meters, for duel-routes 12-18 meters.

4.3.4. ROUTE TIMING

4.3.4.1. The time of the route shall be determined by:

- a) A mechanical-electrical switch controlling the route timing system with an accuracy of 0.01 of a second. Should this timing system suffer a failure during any attempt, a technical incident shall be called for both competitors (in case of duel). Hand-timing (manual stop-watches – usually accurate to 0.2 second) shall not be used to determine the result of the attempt.
- b) Manual timing: Each route shall be timed by a Category Judge and two assistants, operating a stopwatch each. The competitor's time (completing his/her attempt) shall be recorded by the Category Judge taking into account the average of the stop watches, eliminating obvious spurious timing errors.

4.3.5. TERMINATION OF AN ATTEMPT ON A ROUTE

4.3.5.1. Successful Attempt on a Route: A competitor shall be deemed to have successfully completed an attempt on a route if that attempt is in accordance with Article 4.3.1.3. above.

4.3.5.2. Unsuccessful Attempt on a Route: A competitor shall be deemed to have unsuccessfully completed an attempt on a route if he/she:

- a) Falls; "Fall" means losing the contact with the climbing wall (hanging in the air) for more than 1 second. It is at the Judge's discretion to judge fall
- b) Exceeds the permitted time for the route;
- c) Once having started, touches the ground with any part of the body or gear;
- d) Uses any artificial aid;
- e) Commits a second false start per event.
- f) Exceeds the maximum allowed climbing time of 60 seconds or as specified by Jury President

4.3.6. SINGLE-ROUTE SPEED COMPETITION

4.3.6.1. NUMBER OF COMPETITORS AND STARTING ORDER

4.3.6.1.1. If there are more than 16 competitors, the competition is held in two rounds.

4.3.6.1.2. The starting order for the first round (qualifier) will be determined by random selection of the competitors.

4.3.6.1.3. Final Round: 16 competitors are qualified for the final round. The starting order shall be in the reverse order of the ranking of the qualifier round.

4.3.6.2. DEMONSTRATION AND OBSERVATION PERIOD

4.3.6.2.1. The route shall be demonstrated by the International Forerunner or Route-setter, followed by an observation period.

4.3.6.3. CLIMBING PROCEDURE

4.3.6.3.1. On being called to the start of a route by the Category Judge, each competitor shall take up a starting position consisting of minimum one foot on the floor.

4.3.6.3.2. When competitor is in position, the Category Judge shall ask: "Ready?". After getting confirmation from competitor, the Category Judge shall call "Attention" and after a short pause(1- 2 second) the Category Judge shall give a short (0.1-0.2 sec) and loud (clearly) audible starting signal, or call "Go!" where manual timing is used.

4.3.6.3.3. On being given the instruction or signal to start, each competitor shall commence his/her attempt on the route. No appeal against the starting

instruction shall be allowed unless the competitor clearly calls that he/she is not ready when the Category Judge asks: "Ready?"

4.3.6.4. RANKING AFTER EACH ROUND OF THE COMPETITION

4.3.6.4.1. After each round of the competition, the competitors shall be ranked according to their time. The faster competitor is ranked ahead of the slower.

4.3.6.4.2. Only competitors who finish the route in qualification run are ranked.

4.3.6.4.3. Super final: If there is a tie for the first place, a super final shall be held. If a tie exists at the end of a super final, the competitors that remain tied shall be deemed equal and the competition will be terminated.

4.3.6.4.4. In the first round of competitions (qualification) the competitors have two attempts by the order, which was determined by random selection. The starting order of the second attempt will be the same, as in the first one. The best result will be taken in account to qualify for the final round.

4.3.6.4.5. In the final round of competitions the competitors have three attempts. The starting order of the second and the third attempt will be the same, as in the first one.

4.3.6.4.6. Only the best result of final round will be taken into account to determine the rank of finalists. For those, who was not qualified for the final, the best result of qualification will determine the rank of competitors

4.3.7. SPEED-DUEL COMPETITION

4.3.7.1. Speed competitions shall consist of two stages:

- a) The qualification round of the competition;
- b) The semi-final round of the competition
- c) The final round of the competition which may consist of a quarter final, semi-final and final.

4.3.7.2. Speed-duel competitions shall always consist of two routes that shall be of the same length and of similar profile and difficulty.

4.3.7.3. NUMBER OF COMPETITORS, RANKING AND STARTING ORDER

4.3.7.3.1. Each competitor shall be ranked in accordance with the aggregate time achieved on both routes.

4.3.7.3.2. Qualification Round: The starting order of the qualification round shall be set by random selection. Each competitor shall proceed by first climbing Route A

(or 1). Following the successful completion of this he/she shall proceed to climb Route B (or 2).

4.3.7.3.3. Qualification Round - Ranking: If a competitor fails to complete the first route, he/she shall be eliminated and ranked in last position (no result).

4.3.7.3.4. Qualification Round - Ranking: If a competitor fails to complete the second route, he/she shall be eliminated and ranked in last position after the ones that finish the routes. He/she has a result and is ranked.

4.3.7.3.5. Final and Semi Final Round - number of competitors:

a) When the number of competitors entering the Qualification Round is 16 or more, then 16 competitors shall qualify for the Semi Final Round and 8 for the Final Round;

b) When the number of competitors entering the Qualification Round is less than 16, then 8 competitors shall qualify for the Final Round.

4.3.7.3.6. Semi Final Round: Each competitor shall be ranked in accordance with the aggregate time achieved on both routes.

4.3.7.3.7. Semi Final Round: The starting order of the semi-final round is the same as starting order from Qualification Round.

4.3.7.3.8. Semi Final Round - Ranking: If a competitor fails to complete one of the routes, he/she shall be eliminated and ranked in last position after the ones that finish the routes. He/she is ranked according to ranking from the Qualification Round after the ones that successfully climb both routes.

4.3.7.3.9. Final Round: The Final Rounds shall take place as a series of knock-out rounds, where the aggregate time achieved by each competitor on both routes shall be decisive. Overall results of the losers of the pairs in the quarter final (5-8 places) shall be decided in accordance with their times in the heat.

4.3.7.3.10. The starting order for the first set of the Final Round (pairs) shall be set in accordance with the final ranking of the Semi Final Round, as follows:

Scheme: 8 competitors (quarterfinal knock out):

Competitor Ranked Competitor Ranked

Heat 1: 1 with 8

Heat 2: 4 with 5

Heat 3: 2 with 7

Heat 4: 3 with 6

Following pairs (semi-final knock outs) are formed by winners and paired by the time achieved:

Heat 1..... 1 with 4

Heat 2 2 with 3

Final knock out heats are formed from winners of semi-finals: Heat 1.....losers of semi-final heats fight for 3rd or 4th place Heat 2.....winners of semi-final heats fight for 1st or 2nd place

Final round schematic

ranked by time
achieved in semifinals

1		
8		

4		
5		

2		
7		

3		
6		

ranked by time achieved
by winners of first heat

best time	1		
worst time	4		

(of winners in first heat)

2nd time	2		
3rd time	3		

heat for 1st place

1		
2		

heat for 3rd place

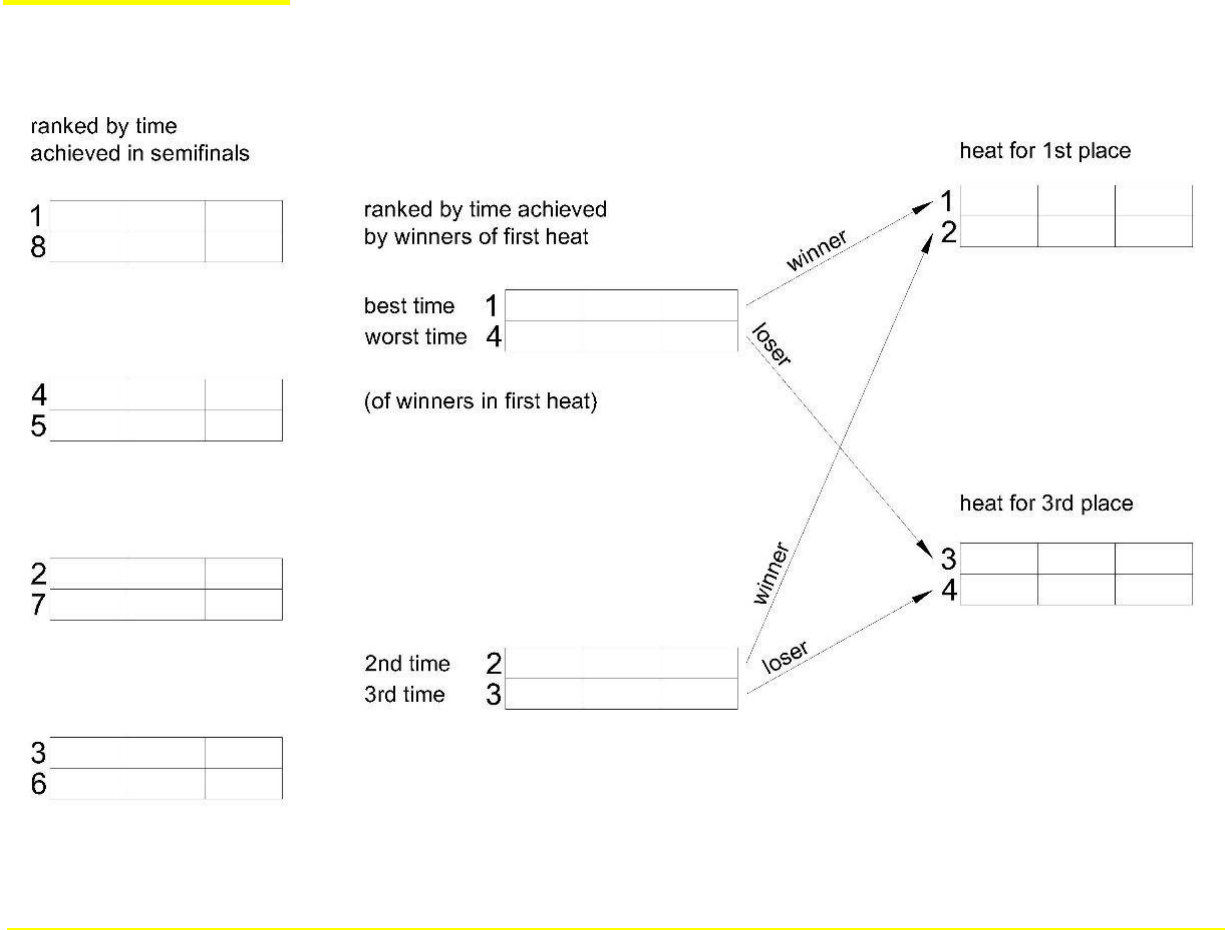
3		
4		

winner

loser

winner

loser



4.3.7.3.11. Failure to complete a route in the Final Round:

- a) Semi-final and final heats: If one competitor fails to complete either route he is eliminated and the other competitor is declared the winner of that heat. If both competitors fail to complete both routes, then the heat must be re-run immediately.
- b) The third and fourth place heat must always take place and must always produce a winner.
- c) Final heat: If both competitors in the Final fail to complete both routes, then the Final shall be rerun until a winner is decided.
- d) Quarter final heat: if both competitors fall they are placed according to their result in semi-final round and best loser (by time) from other pairs goes to semi-final heat as fourth.

4.3.7.3.12. Tied competitors:

- a) Qualification Round - if two or more competitors are tied for the last qualifying place in the Final Round, then none of them shall proceed into the Final Round. They shall be ranked equally.
- b) Final Round - when two competitors are tied in the semi-final and final heats, the winner shall be determined by an additional elimination heat(s) between the two competitors.
- c) Final Round - when two competitors are tied in any other heats, the winner shall be determined by their results of the preceding heat of the Final Round or by their results of the Semi Final Round (for the first heat of the Final Round).

4.3.7.3.13. Preliminary information (ranking place and times of each competitor in each round of the competition) shall be provided to spectators and coaches directly after determining results:

- a) On electronic display (board or screen) or
- b) By information posters or blackboard, if a) is not possible.

4.3.7.3.14. Overall results shall report the competitors' achieved times on all routes and in all rounds.

4.3.7.4. DEMONSTRATION AND OBSERVATION PERIOD

4.3.7.4.1. Route A shall be demonstrated by International Forerunner or Route-setter followed by an observation period of maximum 6 minutes.

4.3.7.4.2. Immediately after 4.3.7.4.1., the same procedure will be repeated for route B.

4.3.7.5. CLIMBING PROCEDURE



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- 4.3.7.5.1. On being called to the start of a route by the Category Judge, each competitor shall take up a starting position consisting of minimum one foot on the floor.
- 4.3.7.5.2. The competitor, which is ranked above, shall start from A (1).
- 4.3.7.5.3. When both competitors are in position, the Category Judge shall ask: "Ready?". After getting confirmation from both competitors, the Category Judge shall call "Attention" and after a short pause (1 - 2 second) the Category Judge shall give a short (0.1-0.2 sec) and loud (clearly) audible starting signal or call "Go!" where manual timing is used.
- 4.3.7.5.4. The position of the starting signal should be equidistant from both competitors.
- 4.3.7.5.5. On being given the instruction or signal to start, each competitor shall commence his/her attempt on the route. No appeal against the starting instruction shall be allowed unless the competitor clearly calls that he/she is not ready when the Category Judge asks: "Ready?"
- 4.3.7.5.6. Time break between rounds must be at least 5 minutes.
- 4.3.7.5.7. Each competitor has to be belayed by two belayers and protected by dynamic device.
- 4.3.7.5.8. Belaying service has to be connected to the belayer and not to a fixed point!