

COMPETITION RULES

- KisGeri 24 -



KisGeri 24 is a scoring competition, where the completed routes' points are summarised during a 24 hours long climb of teams of two. The scoring is individual, and your team's score will be the combined score of your points and any extra points you get during the competition. It is not required that all team members climb the same routes. The scoring of routes is due to grade, height and the method of belaying. Every climber can try every kind of route independent of grade and height.

GEAR

The teams climb with their **own equipment**. The top anchors are mostly biners, but on some routes you have to build top anchors. We recommend taking one locking carabiner and one 60 cm long sling with you.

Free solo is forbidden during the festival, climbing is only allowed by using **harness** and **belaying device**. As we are climbing in an exploded quarry, some loose holds may occur – wearing a **helmet** is mandatory for both the climber and the belaying person.

SCORING

In the point system, the basis is the UIAA scale. The main idea is that the route difficulty is squared (adjusted for +/- levels) times the length of the route. So for a route difficulty of VI and length of 10m you get 360 points.

As this competition is set in a friendly atmosphere, we won't apply any judgement over you, so you will **score yourselves**. We trust you, that like true climbers you will register your scores fairly.

The scorecard will be available via Google Sheets which you can fill in with your **smartphone** during the competition. There will be a Wi-Fi hotspot during the festival close to the Rain-wall („Eső"-wall) where you can synchronise your points. The internet access will be restricted to only a selected few websites.

Please bring a powerbank with yourself so your phone's battery capacity won't be an issue during the competition. There will be a possibility of charging your phone in the main tent, but this is only if necessary.

Scoring rules are as follows:

1. The **total score** for a route can be obtained by lead climbing which has to be accomplished from the bottom to the top without falling in, sitting in or aid climbing (grabbing the quickdraws or equipment).
2. You can leave the rope in the top anchor after your climb, so that your teammate can climb top-rope. But this way you can get only **half of the points**. Falling in, sitting in or aid climbing also invalidates your scores, just like when your mate pulls you up constantly. If you can't finish the route, just abseil down and try again.
3. Trad climbing (using your camming devices, nuts or hexes) enables you to get **double points**. Even if the route is semi-bolted (for example on „Illúzió" wall, where the first part of the route is bolted, then traditional from the ledge).
4. During the night there will be an interval, when - trad routes exempted - **triple points** are achievable on appropriate walls. This interval and the walls are named by the staff right before the competition.

EXTRA POINTS

During the festival's entire duration there will be a possibility to **highline** and **slackline**. Trying this can result in extra points for your team. During daytime there will be small **fitness competitions** where you can prove how strong you are. Here, there is a chance to get extra points too. You should come prepared with a **costume** as well. If both you and your teammate climb in a costume at least one route, the staff will award you with extra points based on the creativity of the costume and the difficulty of the route.

START

The 24h competition begins at the same time for everyone. Before the competition there will be a check-in and a short briefing so **you should arrive an hour before the start at the latest**. We expect both team members to be there.

If you can't manage to arrive on time, you have the possibility for a late start, but please take into account that the competition will end for every 24h team at the same time.

THE ORDER OF CLIMBING

All the routes can be accomplished by all the teammates, but only if the next climber is already having his shoes and gear on, ready to start. If any of the other teams are standing in the queue waiting for the route you are climbing on, you have to pass over the possibility for them after two attempts. Every second counts, so please pay attention and respect all your contestants.

SAFETY FIRST!

This is a 24 hours long climb which is not only a physical but also a mental challenge. Take care of yourself and also your climbing partner, it is not worth continuing climbing or belaying totally exhausted. You better take a nap, have a pleasant conversation with others or grab a caffeine bomb, than getting injured or worse!

Don't forget to hydrate! There will be water and a small bar, feel free to use them.

Check the knot on your harness and also on your partner's before every climb. Double check, triple check, multicheck your belaying device and the knots on your harnesses. **Make a routine of these processes**.

Everybody is climbing on his own responsibility. Every attendant under the age of 18 needs to show their parents' permission.

If you notice a loose rock on the wall, or you are not sure about the condition of a bolt or a top anchor, please let the staff know about the issue. If you see that somebody is not behaving properly, endangering his or others' health, warn him or inform the staff about his behaviour immediately.

TAKE CARE OF THE ENVIRONMENT!

The quarry and its surrounding is an **increased conservation area**. We are calling for your attention to your environment - do not litter, and do not make any harm to the flora and fauna. Building a tent will be allowed only on appointed places. Feel free to bivouac and sleep in hammocks everywhere, except the walls.

We are asking you not to behave irresponsibly since our common aim is to repeat this festival next year.

EQUIPMENT TEST

Climbing gears offered for tests can be taken for a couple of climbs. The maximum period of time for using one gear is **2 hours**, so other attendants will have the opportunity to try them too. If you are not sure about the proper functioning of the gear, ask someone who can show it to you adeptly, or turn to the organisers.

We would like to get back the test equipment in proper condition. The amortisation of these gears is a natural process, but if the damage of any gear is critical, please inform the organisers as soon as possible!

We wish you a successful and fair competition!