



Burn Bouldering Series

Rules & Guidelines

2022-23 Season

Welcome to the Burn Bouldering Series! This document contains the basic rules, guidelines and structure for the 2022-23 competition series. Below you will find the answers to questions about the competitions, including how our categories are structured, competition format and rankings.

Contents

- **What is the Burn Bouldering Series?** 1
- **How does it work?** 2
- **When and where are the events?** 2
- **How do I register?** 2
- **What are the Categories?** 2
- **How Do Rankings Work?** 3
- **How Do I Attend the Series Championship Event?** 4
- **What are the Formats?** 4

- **What is the Burn Bouldering Series?**

The Burn Bouldering Series was formed to provide a series of competitive bouldering events, culminating in a Championship, for amateur and youth climbers in the North East and Mid-Atlantic regions. Our formats are chosen to be inclusive and simple--and to reward climbers for persistence, passion and ability. We believe competitions should be motivating and fun, and strive to have a wide variety of routes suited to all ability levels, ages, heights and experience. It is our goal to host events that are fair, fun and high energy!

To this end we have moved to an age-based category system for youth and adults, which is unique among climbing events. The system places climbers into categories which are based on objective criteria (e.g. age), rather than the highly subjective, and often inconsistent, methods used in many other competitive climbing events. In this way we hope to eliminate the “guesswork” of choosing a category and allow climbers to not only compete with others of similar ability, but a concrete and transparent method to track their progress.

All, of course, culminating in a high energy Championship where climbers can showcase their skills and root for their friends!

- **How does it work?**

The Burn Bouldering Series consists of four bouldering competitions – [Midnight Burn](#) (prelim), [Winter Burn](#) (prelim), [Heart Burn](#) (prelim) and the [Burn Series Championship](#) – three prelims and one final championship event. Each event will follow the same format as the Burn’s always have, and awards will be based for each event on performance in that event.

The Championship is an *open* event for all categories. Competitors can compete in the Championship like any other competition and place for awards in their category based on their performance that day. In addition, we will name the Burn Series Champions in each category, which will be selected based on their overall performance in the entire series (as determined by their Burn Series Ranking)!

To qualify to be a Burn Series Champion a competitor must compete in at least two prelims and the Series Championship.

- **When and where are the events?**

Dates: **Prelim Events**

Midnight Burn, PRG Oaks – October 29, 2022

Winter Burn, PRG Malvern – December 10, 2022

Heart Burn, PRG East Falls – January 21, 2023

Burn Series Championship (Final Burn), PRG Wyncote – February 25,

2023

Dates may be subject to change. Please check www.philarockgym.com or call 877-822-7673 for updates.

- **How do I register?**

Competitors may register for each event online, or you may call 877-822-7673 to register by phone.

- **What are the Categories?**

There are two sets of categories for the Burn Series—Youth and Adult.

Adult Categories

Novice | 19-24 | 25-34 | 35-44 | 45 and over | — M & F.

As of the 2021-22 Series, our adult categories will be determined by a competitor's age and gender, with two exceptions: Open and Novice.

The Open category is intended for experienced, high-level local and regional competitors, and is the only category to have a cash purse at all Burn Series events. Any competitor over 16 years of age (see below) may register and compete in Open, and any competitor who climbs above the cutoff grade for this category (roughly V8- for Male and V7- for Female) will be placed in this category *regardless of which category they signed up for*.

The Novice category is designed specifically for beginner climbers. Any competitor over 18 years of age may register and compete in Novice, however any competitor who climbs above the cutoff grade for this category (roughly V2+) will be placed into their respective age category *regardless of if they signed up for the Novice category*.

Note: Age categories are automatically calculated on the basis of birthdates, with the cut-off being March 1, 2022.

Youth Categories

9 & Under | 10-11 | 12-14 | 15-18 — M & F.

Competing in Open: Youth (16 & Over) may compete as Open competitors if they so choose, but their Series Ranking will only be calculated (for awards) in that category for that event. Selection of a category must occur *before the commencement of climbing* of the Burn event in question, and may not be changed during that event. **Youth competitors (under 18) may not climb in Novice.**

If a Youth chooses to compete as an Open competitor in any two pre-lim events, they will be tracked as an Open competitor for the duration of the series and will not be eligible to compete in a Youth Category at the Championships. For questions about Youth competitors competing in Open, please contact the [Series Coordinator](#).

Note: Age categories are automatically calculated based on birthdates, with the cut-off being March 1, 2022.

- **How Do Rankings Work?**

This year we have simplified the Burn Series Rankings used to determine our Series Champions. As we have moved to age-group categories, we will no longer be using ranking points to determine competitive categories. Instead, we will be using the following system to determine the overall Series Champions:

- 1) Competitors in each category will receive a specific number of Ranking Points, per event, depending on where they place in their competitive categories (as detailed above under *What are the categories?*). In addition, there will be a small additional bonus (approximately 2%) to the total points awarded for placement in the Series Championships. The points are as follows:

<u>Place</u>	<u>Points</u>	<u>Place</u>	<u>Points</u>
1	50	16	15
2	44	17	14
3	40	18	13
4	36	19	12
5	33	20	11
6	30	21	10
7	28	22	9
8	26	23	8
9	24	24	7
10	22	25	6
11	20	26	5
12	19	27	4
13	18	28	3
14	17	29	2
15	16	30	1

- 2) At the conclusion of the Burn Series Championships, each competitor's points will be averaged over the entire season, with the following requirements:
 - a. Climbers must have attended *at least 2 pre-lim events*.
 - b. Climbers must have attended the Series Championship.
- 3) The competitor with the highest number of Ranking Points as determined by 2) above, will be the Series Champion for the season.

- **How Do I Attend the Series Championship Event?**

The Series Championships event registration will be *open* to any climbers wishing to attend, and climbers are accepted on a first come first served basis (space is limited).

- **What are the Formats?**

The format of each event will be an Open Redpoint Format with a Modified (Highpoint) World Cup Finals for Open Competitors. Climbers' rank in prelims will be based on their top 5 problems. There is no limit on the number of tries. For Open Categories there will be a final round, for up to 8 competitors, or one more than half of competitors present, whichever is smaller. The format for Finals will be Modified (Highpoint) World Cup (sometimes called Onsite). All competitors are expected to be familiar with these rules prior to attending the competition.

Redpoint Format

The Redpoint Format for bouldering competitions ranks climbers based on the top 5 most difficult problems sent during the event. During this portion of the event, climbers will have approximately 3 hours to complete as many problems as they can.

- 1) **Sends:** A send is defined as a climber moving from the starting hold(s) to the finish hold(s) of a marked problem, without a Fall. To receive credit for a Send, unless otherwise indicated by the Head Judge, climbers must match the marked finish hold(s).
- 2) **Falls:** A Fall is determined by some part of a climber's body touching the flooring surface or crash pads *after the climber has stepped off the ground to begin climbing*. In addition, a Technical Fall is determined by a climber stepping "off route" while attempting a problem. "Off route" is using or weighting any hold or feature not explicitly indicated as part of the problem the climber is currently attempting.
- 3) **Flash:** A Flash is any problem Sent on the first attempt (i.e. without any previous Falls).
- 4) **Scoring:** A climber's total score will be calculated by adding up the values of the 5 highest point valued problems they have Sent, at the end of the round.
- 5) **Tie-breaks:** If two or more climbers in the same category have the same total score after their 5 highest point problems are added, there are two methods for breaking ties.
 - a. **First Tie Break**—The total number of Flashes for each climber are calculated. The highest total of Flashes wins the tie.
 - b. **Second Tie Break**—If two or more competitors are tied after Flashes are calculated, then each climber's 6th highest value problem is examined. Whomever has the highest valued problem wins. If the 6th problem has the same value for each climber, then if one climber flashed and the other did not, then the climber who Flashed wins. If the climbers flashed, then the 7th problem is examined and the process repeated until either a winner is determined, or the 10th problem is examined. *If two or more competitors are tied after the 10th problem is examined for Flashes, then the competitors tie.*
- 6) **Technical:** A Technical Incident (Technical) is defined as any action or occurrence which is outside of a climber's control which interferes with a climber's fair attempt on a problem. The most common Technicals are:
 - a. Spinning or broken holds
 - b. Interference from another climber (e.g. bumping into a climber)If a Technical occurs during a climber's attempt, the climber may call it to the judge for that problem. If the call is legitimate the climber may re-try the problem after the problem is fixed, and the previous attempt (when the technical was discovered) will not be counted, so long as:
 - a. The climber does not continue climbing after the technical has occurred.
 - b. The climber informs the judge for that problem *immediately after the technical has occurred*.
 - c. The judge of that problem, or the Head Judge, agrees that there has been a Technical under the guidelines above.

Finals Format

The format for Finals in the Burn Series will be Highpoint, or sometimes referred to as Onsite Highpoint, format. The basic idea is that climbers will attempt to climb 3 to 4 problems, getting scored on the highest hold reached on each problem, using the lowest total number of falls to break ties. In other words, the climber who gets the furthest on each problem with the fewest falls wins.

Simple.

The details—Climbers will be set 3 problems for finals. Each climber will have 5 minutes to attempt each problem, followed by a 5-minute rest period. Climbers must start each problem from the start holds

for each attempt. Climbers will be scored for each handhold they control. Control is defined as either maintaining contact with the usable surface of a hold with one hand for 2 or more seconds, or obviously pulling on a hold and demonstrating positive motion. Falls will be tracked and the total number of falls to the highest hold controlled will be summed for each problem. In the event that two or more climbers are tied on the total number of holds controlled, then the climber with the fewest total falls to their highpoints will be ranked first, and so on. Should any two climbers be tied in finals, then their score in the preliminary round will be used to break the tie.

Technical: For calling technical please refer to the Redpoint rules. If a technical incident occurs, the clock for that competitor for that problem will be stopped and the problem fixed. The competitor will then move on to the next rest period and climb the remainder of his or her problems. After the last competitor in that climber's group is finished, the climber will be given the balance of his or her time to continue to attempt the problem on which the technical occurred. There will be no fall counted against the competitor for the attempt when the incident occurred.

Summary of key rules

- 1) **Number of Problems** per round: 3
- 2) **Climbing Time:** 5 minutes per problem, with 5 minutes rest in between
- 3) **Scoring:** Sum of the highest hold controlled per problem with the fewest falls
- 4) **Tie Break:** Ties in Finals will be broken by Prelim scores

Awards Presentation

Awards for each competition will be presented at the end of each round (e.g. Youth round or Adult round). For Youth rounds, the official results will be announced following the conclusion of the Youth red-point competition. For Adult rounds, official results will be announced following the conclusion of the Open Finals competition. Prior to the official announcements preliminary results will be posted for competitors to check. After official results are posted, however, ***all scores will be considered final.***

Competitors who are eligible to claim prizes at any Burn Series event should be present at the Awards presentation for the respective event. We realize that sometimes unexpected circumstances may make being present at this time impossible for some competitors. In such cases we ask that competitors alert the competition director and plan to pick up their prizes later.

****If a competitor does not notify the Competition Director about being unable to collect their prize, and is not present during the award ceremony, they are then subject to losing their prize(s). Prizes will not be held after the event and will be returned to the prize pool for future events.**

Please note: Formats are subject to change at any time, subject to the discretion of the PRG and the Head Judge.