

Judges Responsibility Form

Volunteer Judges Agreement

Thank you for volunteering to support our event. Please ensure that you read and understand the information below. If you have any questions relating to anything that is covered below, please ask a member of the ClimbScotland team by contacting us on info@climbScotland.net.

By volunteering and ticking the relevant volunteer box on the booking information, you are confirming the following:

1. I confirm that I am a competent adult able to take on the role of judging and scoring
2. I confirm that I understand the responsibilities of a judge and that I must be fair and unbiased at all times
3. In the event that I may be judging my own children I will conform to item 2 above
4. I will attend the 'Judges Briefing' session prior to all events
5. I understand that I cannot and will not accept any influence in my judging and scoring decisions from parents, coaches or competitors
6. I am aware I must raise any concerns or issues regarding interference with my duties as a Judge with the Competition Coordinator
7. I do not have any questions relating to the points covered in the Judges Reference Notes below
8. I am happy for this agreement to be held on a central register

Mountaineering Scotland Participation Statement

'Mountaineering Scotland recognises that climbing and mountaineering are activities with a danger of personal injury or death. Participants in these activities should be aware of and accept these risks and be responsible for their own actions and involvement.'

Category Judge's Quick Reference

- The key to successful judging is consistency; apply the same criteria to every attempt by every competitor
- Make sure you understand the special rules for your climb (e.g. out-of-bounds areas, allowed holds, useable parts of holds, use of screw-on holds, features and smears)
- Ask the Chief Judge or forerunner (Head Setter) if you are unsure

All Judging

- There is a time limit per turn of 6mins. No warning of expiry will be given, but competitors may ask for the remaining time at any point.
- A 60sec warning of expiry of the time limit will be given only in a super final.
- If a competitor breaks the rules (or when they successfully complete a climb), ask them to descend.
- Climbers must only be notified of missing a clip once their body has moved past the lower end of the Quickdraw (see * below)
- Do not enter into discussion, debate or argument with anyone challenging your ruling; direct them to the Chief Judge who will come and discuss the issue with you if necessary.

Boulder Problems

- Each competitor has up to three attempts at completing each boulder problem.
- All competitors take their first attempt before any second attempts and so on.
- Starting orders are random and different for each boulder problem.
- An attempt is successful when the competitor holds the final hold with both hands and is stable on that hold.
- A competitor's score is the one obtained on their best attempt.
- Make sure you record the scores on all 3 attempts.

Roped Routes

- Each competitor has one attempt at completing each route.
- Starting orders are random and different for each route.
- An attempt on a top-roped route is successful when the competitor holds the final hold with both hands and is stable on that hold.
- An attempt on a lead route is successful when the competitor clips the lower-off from any allowed hold.

An attempt starts

- When all parts of the competitor's body leaves the ground using the correct start holds.

An attempt ends

As soon as the competitor;

- Succeeds on a climb.
- Returns to the ground having started the attempt.
- Uses illegitimate or out-of-bounds holds, quick-draws, bolt holes, hangers.
- Uses the top edge or side edges of the wall (unless marked as allowed).
- Exceeds the time allowed.
- Rests on the rope on a route.
- * Climbs beyond an unclipped quickdraw on a lead route
- * Has to back climb to clip a quickdraw