

## **SPEED RELAY**

### **GENERAL**

1. These rules shall be read in conjunction with Speed Rules.
2. Speed relay competitions shall normally consist of a qualification round and a final round.
3. Speed relay competitions shall normally consist of two categories:  
Men's Relay – 3 male competitors and a reserve  
Women's Relay – 3 female competitors and a reserve
4. Each competitor climbs only once in each heat.
5. The maximum time given for the team to complete the route is 4 mins.

### **STARTING ORDER AND RANKING**

1. The starting order of the qualification round shall be randomised.
2. If a competitor of a team fails to complete the route, the team shall be eliminated and ranked in the last position.
3. Number of competitors in the final round:
  - a) If the number of teams completing the qualification round is 8 or more, then 8 teams shall qualify for the final round;
  - b) If the number of teams completing the qualification round is less than 8 and more than 3, then 4 teams shall qualify for the final round;
  - c) If the number of teams completing the qualification round is less than 4, then 2 teams shall qualify for the final round;
  - d) If the number of teams completing the qualification round is less than 2, then the qualification shall be re-run until 2 teams qualify for the final round.
4. The final round may thus consist of the following stages: a quarter final stages and a semi-final stages and a final stage.
5. All winning teams of heats in the qualification round shall qualify for the final round.
6. The remaining places in the final round shall be filled by those teams who have achieved the lowest aggregate climbing time among the remaining teams.
7. If there are more than 8 heats in the qualification round, then the 8 winning teams with the best aggregate times shall qualify for the final round.
8. The final round shall take place as a series of knock-out heats, decided by the aggregate climbing time achieved by the team.
9. Overall results of the losers of the pairs in the quarter final (places 5 – 8) shall be decided in accordance with their climbing times in the heat.
10. The starting order for the first stage of the final round shall be prepared in accordance with the following procedure:
  - a) A seeding list shall be prepared with the winners of all heats ranked highest and listed in accordance with their result in the qualifications so that the winner with the lowest aggregate climbing time is seeded first, followed by the remaining qualified teams placed in accordance with their ranking in the qualification round.
  - b) The teams shall then be placed in heats in the order of seeding in the following manner:

The starting order for other stages of the final round is shown by the schemes in Figure 1 below.

Scheme 1):	8 Teams:	Team Ranked		Team Ranked
	Heat 1:	1	with	8
	Heat 2:	4	with	5
	Heat 3:	2	with	7
	Heat 4:	3	with	6

Scheme 2):	4 Teams:	Team Ranked		Team Ranked
	Heat 1:	1	with	4
	Heat 2:	2	with	3

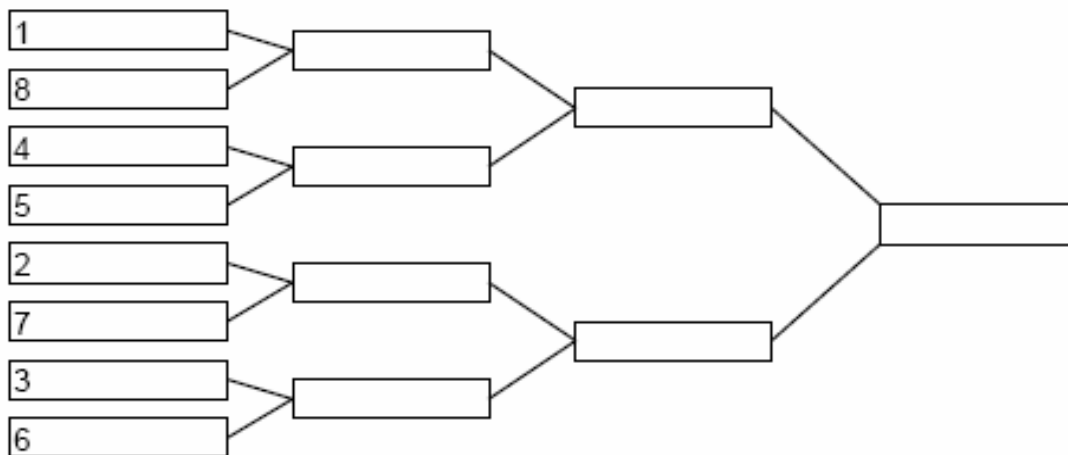


Figure 2: Starting Order Chart for 8 Teams

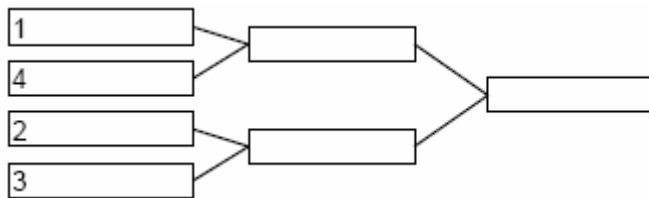


Figure 3: Starting Order for 4 Teams

11. The team with a higher position in the box scheme shall start on Route 1.
12. Failure to complete a route in the final round:
  - a) If one team in a final round heat fails to complete the route, they are eliminated and the other team is declared the winner among the two. If both teams fail to complete the route, then the heat(s) shall be re-run immediately until a winner is decided;
13. If more than three teams entered the final, then the heat to determine the third and fourth places shall always take place and shall always produce a winner.

#### 14. Tied competitors:

- a) If, because of tied teams on the last qualifying place(s) for the final round, the number of qualified competitors exceeds the fixed number in accordance with rule 3 above, none of these tied competitors shall proceed into the final round. They shall be ranked equally;
- b) If two or more teams are tied in the qualification round for any other place in the final round than the last, then they shall be separated at random for placement in the starting order;
- c) If two teams are tied in the semi-final and final stage of the final round, then the winner shall be determined by additional elimination heats between the two teams;
- d) If two teams are tied in any other stage of the final round, then the winner shall be determined by their results of the preceding stage of the final round or, for the first stage of the final round, by their results in the qualification round.

### **DEMONSTRATION AND OBSERVATION**

1. The route shall be demonstrated by the Chief Routesetter or any member of the route-setting team.
2. Only one route shall be demonstrated. The route shall be demonstrated twice, first at slow speed and then at race speed. This shall be followed by an observation period for each demonstrated route.
3. The length of the observation period shall normally be 4 minutes, which can be extended or shortened by the Chief Judge.
4. Competitors are allowed to touch the first hold(s), without leaving the ground with both their feet.

### **CLIMBING PROCEDURE**

1. On being called to the start of a route, the all competitors of each team shall take up a position approximately 2 meters in front of the wall and pre-clipped in accordance with speed rules.
2. When both competitors are in position, the judge shall say "At your marks.". At the command "At your marks", the first competitor of each team shall take a starting position on route A with one foot on the floor, the placement of the other foot is optional, and with one or both hands on the first handhold. Once the climbers are in starting position, the judge shall ask "Ready"? Unless any of the competitors clearly calls that he/she is not ready, the judge shall call "Attention!" and after a short pause (< 2 seconds) the IFSC Judge shall give a short (< 0.2 second) and loud, clearly audible starting signal, or call "Go!" where manual timing is used. All verbal instructions given shall be loud and clearly audible.
3. While the first competitors are climbing, the second competitors of each team shall take a starting position on route B same as indicated in rule 2 above. Once the first competitor of his/her team struck the end box, then he/she can commence to climb. The third competitors of men's/women's relay shall take a starting position on route A same as indicated in rule 2 above while second competitor of his/her team climbing. The third competitor can commence when the second competitor of his/her team struck the top

timing switch. There will be a false start if the second/third competitor commences to climb before the previous competitor of his/her team struck the end box.

4. The position of the starting signal should be equidistant from both/all competitors.
5. On being given the instruction or signal to start, the first competitors of each team shall commence his/her attempt on the route. No appeal against the starting instruction shall be allowed unless the first competitor clearly calls that he/she is not ready when the judge asks "Ready?".
6. If the judge is giving starting instruction, there shall not be any kind of noise or other distraction which might prevent the starting signal being clearly heard by competitors and/or judges.
7. In the case of a false start, the judge shall stop the competitors. For the competitor committing a false start, his/her team shall be warned and if the same team commit another false start in the same heat eliminated.
8. At the top of the route, the first two competitors of each team shall hit the end box and last competitor of the team stop the timing device by striking the end box with his/her hand. If the timer does not stop, the team is deemed not to finish the route.
9. A 2 minutes penalty time will be awarded if the first 2 competitor of the team did not hit the end box. If the last competitor fails to finish the route, the team is deemed not to complete the route.

## **TECHNICAL INCIDENTS**

1. A technical incident in speed competitions is defined as:
  - a) A broken or loose hold;
  - b) A tight rope which either assists or hinders a competitor;
  - c) A failure of the timing system;
  - d) Any other occurrence that results in a disadvantage or unfair advantage to a competitor, which is not the result of an action on the part of the competitor.
2. If a competitor suffers a technical incident and interrupts his/her attempt, his/her team shall start their new attempt after the repair has been effectuated.
3. If a competitor suffers a technical incident during any round, and interrupts his/her attempt, his/her opponent team shall continue to climb. If the technical incident is confirmed, then both teams shall re-start the heat.
4. A minimum recuperation time of 5 minutes shall be allowed for competitors affected by a technical incident.
5. Any entanglement of the rope within the team will not be considered a technical incident. The team is to manage and sort out their own rope. Any intention to create entanglement with the opposing team will result in immediate disqualification and further disciplinary action taken against the team.

## **CLIMBING WALL AND BELAY**

1. Speed relay competitions shall be carried out on four parallel routes of similar length, profile, design and difficulty (i.e. Route 1A, 1B, 2A & 2B).
2. Both routes A install two separate belay systems and both routes B install a belay system.

3. The belay systems and belay manner are in according to speed rules.
4. The first and third competitors (Men and Women Relay) of each team climb on route A and second competitors of each team climb on route B.
5. Each routes A should have two belayers and minimum an assistant. Each routes B should have a belayer and an assistant.