

SPEED

GENERAL

1. Speed competitions shall normally consist of a qualification round and a final round.
2. Speed competitions shall be carried out on two routes of the same length and of similar profile and difficulty; each competitor climbs both routes in each heat.
3. The maximum time to finish the route is 2 minutes.

SAFETY

1. All routes shall be climbed with the competitor secured by top-rope, belayed from below. The rope shall be single rope complying with UIAA or CE standards
2. The top-rope shall pass through two separate protection points, each consisting of one locking karabiner secured to the protection point by a quickdraw sling and an approved and properly closed 8 mm or 10 mm Maillon Rapide complying with IFSC standards (EN standards or international equivalent).
3. 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. The climbing rope shall be connected to each competitor's harness. Connection shall be by clipping a pre-tied approved knot in the rope to the harness by using two screwgate karabiners in opposition.
5. Each rope shall be controlled by two belayers. The belayers shall be situated in a position at the bottom of the wall such as to prevent accidents due to a falling competitor, or falling holds or other equipment, which may occur during climbing.
6. The belayers shall at all times during a competitor's attempt on a route pay careful attention to the progress of the competitor to ensure:
 - a) That the competitor's movements are not hindered in any way by the rope being too tight or too loose;
 - b) That all falls are stopped in a safe manner;
 - c) That no excessive fall shall be experienced by the competitor being belayed;
 - d) That great care is taken to ensure that a falling competitor shall not be exposed to any danger of injury caused by the edge of an overlapping section or any other feature of the climbing wall.
7. After having completed the attempt or after a fall, the competitor shall be lowered to the ground. Care shall then be taken to ensure that the competitor does not come into contact with any ground-based equipment.
8. All excess equipment (karabiners, quickdraws, hangers, etc.) shall be removed from the routes.
9. The routes shall be designed in such a way that the competitors cannot interfere or unduly distract each other. If the lines of the routes are not vertical, they shall be diverted towards opposite directions.

ROUTE TIMING

1. The climbing time shall be determined by electronic timer backed up by manual timing.

2. In the event of electronic timer failure, the manual timing will be used for all the competitors in the round.
3. The manual timing for each route shall be timed by two assistants, operating a stopwatch each. The time of each competitor for completing his/her attempt shall be recorded by the judge taking into account the average of the stop watches, and eliminating obvious timing errors.

COMPLETION OF A ROUTE

1. An attempt on a route shall be considered successfully completed if it has been climbed in accordance with the rules and if the competitor has struck the timer button with his/her hand.
2. A competitor shall be deemed to be unsuccessful in completing an attempt on a route if he/she:
 - a) Falls;
 - b) Makes use of areas, holds or features demarcated by a continuous and clearly identifiable black marking.
 - c) Uses the side edges or the top edges of the wall for climbing;
 - d) Touches the ground with any part of the body after having started;
 - e) Uses any artificial aid.

PRESENTATION OF RESULTS

1. Information on the preliminary ranking place and climbing times of each competitor in each round on the official competition notice board.
2. Overall result lists shall show the competitors' achieved climbing times on all routes and in all rounds.

STARTING ORDER AND RANKING

1. If qualification and final rounds are held on the same day, then the routes for both rounds shall be the same. If qualification and final rounds are held on different days, then the routes for each round may be slightly different. Competitors shall be informed about this in advance.
2. Each competitor shall first climb Route 1. Following the successful completion of this he/she shall proceed to Route 2.
3. Each competitor shall be ranked in accordance with the aggregate climbing time achieved on both routes.
4. If a competitor fails to complete one of the qualification routes, he/she shall be eliminated and ranked in the last position.
5. Number of competitors in the final round:
 - a) If the number of competitors completing the qualification round is 16 or more, then 16 competitors shall qualify for the final round;
 - b) If the number of competitors completing the qualification round is between 16 and 7, then 8 competitors shall qualify for the final round;

c) If the number of competitors completing the qualification round is between 8 and 3, then 4 competitors shall qualify for the final round;

d) If the number of competitors completing the qualification round is less than 4, then the qualification shall be re-run until at least 4 competitors qualify for the final round.

The final round may thus consist of the following stages: an eighth final, a quarter final and always a semi-final and a final.

6. The final round shall take place as a series of knock-out heats, decided by the aggregate climbing time achieved by the competitors on both routes.

7. Overall results of the losers of the pairs in the eighth final (places 9 – 16) and in the quarter final (places 5 – 8) shall be decided in accordance with their climbing times in the heat.

8. The starting order for the first stage of the final round shall be based on the final ranking of the qualification round, as follows:

Scheme 1):	16 Climbers:	Climber Ranked		Climber Ranked
	Heat 1:	1	with	16
	Heat 2:	8	with	09
	Heat 3:	4	with	13
	Heat 4:	5	with	12
	Heat 5:	2	with	15
	Heat 6:	7	with	10
	Heat 7:	3	with	14
	Heat 8:	6	with	11

Scheme 2):	8 Climbers:	Climber Ranked		Climber Ranked
	Heat 1:	1	with	8
	Heat 2:	4	with	5
	Heat 3:	2	with	7
	Heat 4:	3	with	6

Scheme 3):	4 Climbers:	Climbers Ranked		Climber Ranked
	Heat 1:	1	with	4
	Heat 2:	2	with	3

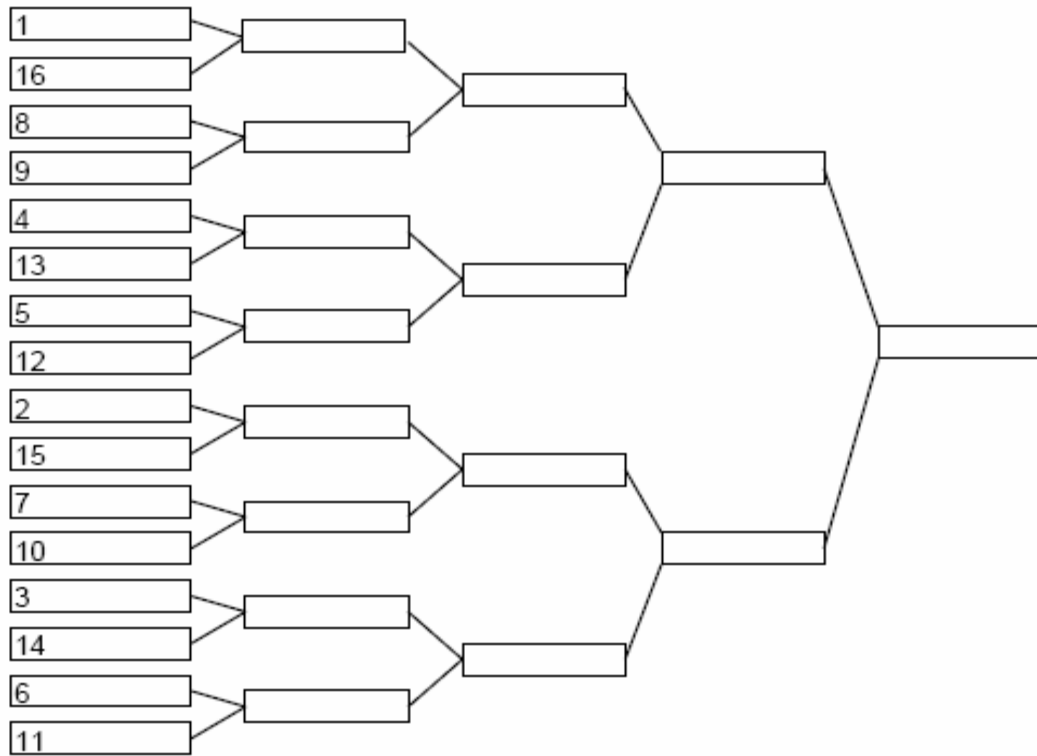


Figure 1: Starting Order Chart for 16 Climbers

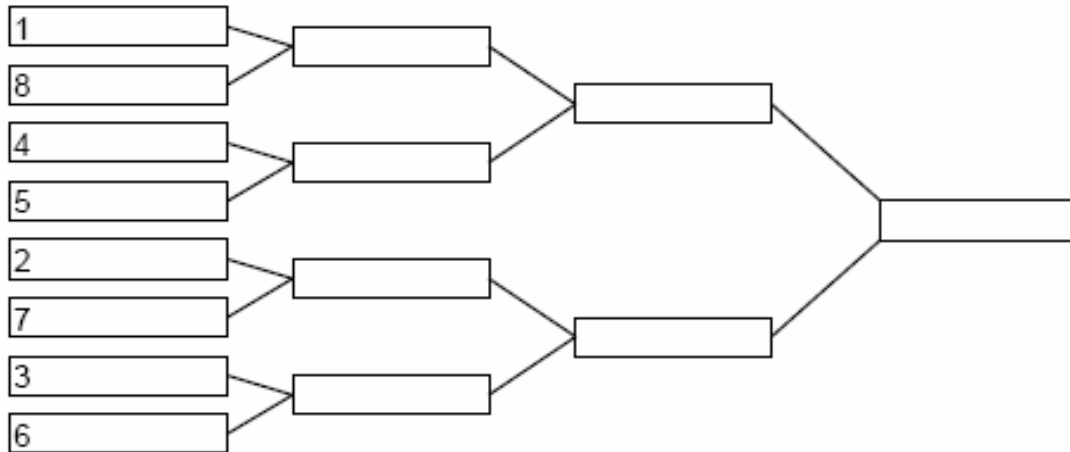


Figure 2: Starting Order Chart for 8 Climbers

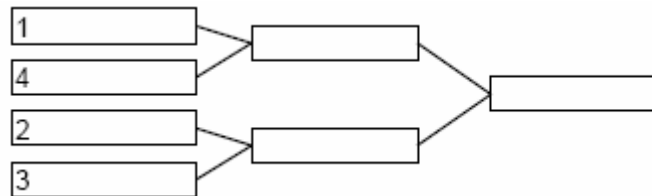


Figure 3: Starting Order for 4 Climbers

9. The competitor with a higher position in the box scheme shall start on Route 1.
10. If one competitor in a final round heat fails to complete either route, he/she is eliminated and the other competitor is declared the winner among the two. The eliminated competitor shall be ranked in the last position in that stage of the final round.
11. If both competitors fail to complete either of the routes, then the heat(s) shall be re-run immediately until a winner is decided.
12. The heats to determine the third and fourth places shall always take place.
13. Tied competitors:
 - a) If, because of tied competitors on the last qualifying place(s) for the final round, the number of qualified competitors exceeds the fixed number in accordance with rule, none of these tied competitors shall proceed to the final round. They shall be ranked equally;
 - b) If two or more competitors 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 competitors 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 competitors;
 - d) If two competitors 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(s) shall be demonstrated by the Chief Routesetter or any member of the route-setting team.
2. Each 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 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, each competitor shall take up a position approximately 2 meters in front of the wall.
2. When both/all competitors are in position, the IFSC Judge shall say "At your marks.". At the command "At your marks", each climber shall take a starting position with one foot on the floor, the placement of the other foot is optional, and with one or both hands on the first handhold.
3. 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 IFSC Judge shall call "Attention!" and after a short pause (< 2 seconds) the 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.
4. The position of the starting signal should be equidistant from both/all competitors.

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 judge asks "Ready?".
 6. If the judge is giving starting instruction manually, 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 IFSC Judge shall stop both/all competitors immediately. This instruction shall be loud and clearly audible. A competitor committing two false starts in the same heat shall be eliminated.
 8. At the top of the route each competitor shall deem to finish the route by striking the end box with his/her hand.
 9. After having successfully completed their attempt(s) on the routes in the qualification round, the competitors shall return to a separate isolation zone where they shall remain until the judge requests them to leave it.
- Competitors qualified for the following heat shall return to the separate isolation zone;

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, he/she shall start his/her new attempt after the repair has been effectuated.
3. If a competitor suffers a technical incident during any heat other than in the qualification round and interrupts his/her attempt, his/her opponent competitor(s) shall continue to climb. If the technical incident is confirmed, then both/all competitors shall re-start the heat.
4. A competitor affected by a technical incident shall wait in a separate isolation zone until the repair has been effectuated. This is applicable also to competitors in the qualification round who have finished their attempt on a route where the technical incident has not occurred and who still have to finish their attempt on the other route.
5. A minimum recuperation time of 5 minutes shall be allowed for competitors affected by a technical incident.