



Volunteer Handbook

Created in collaboration with Sport Climbing Association of British Columbia

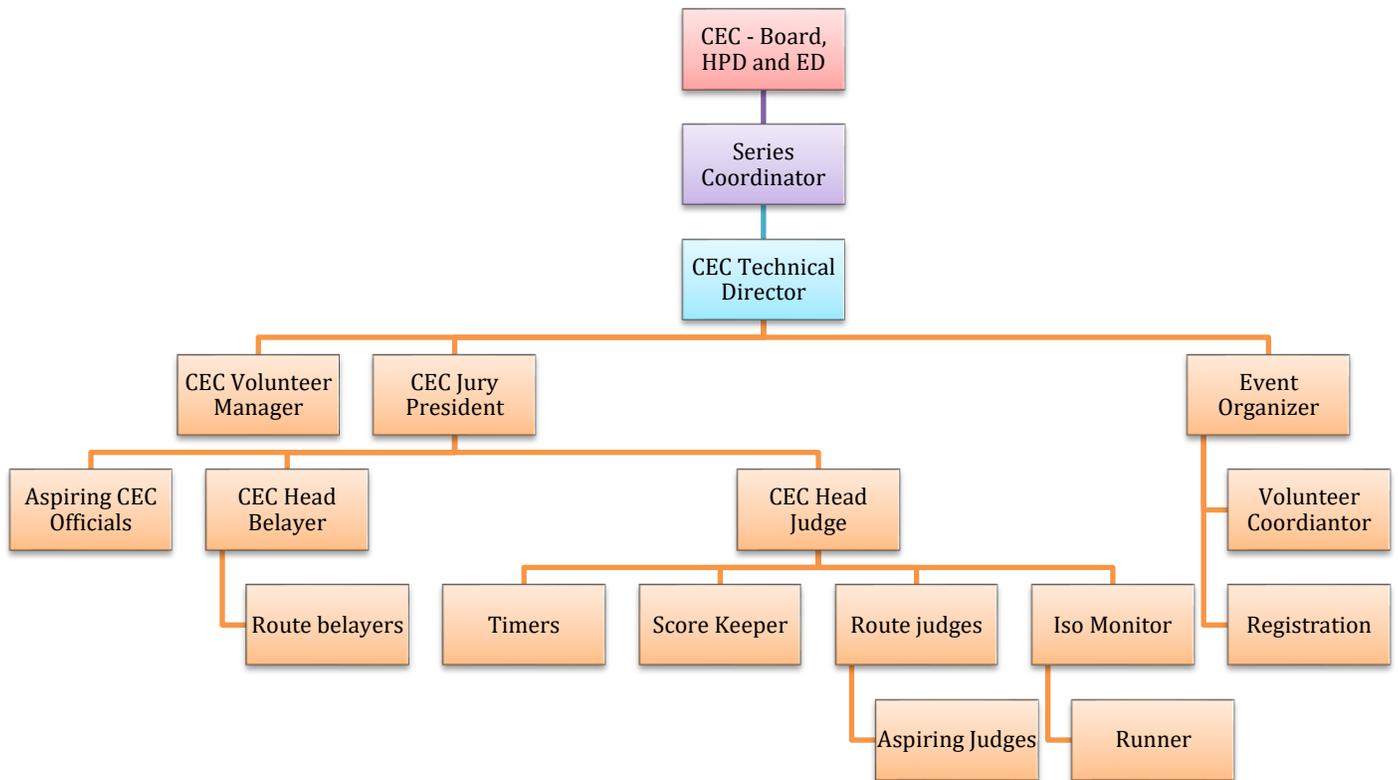


Table of Contents

Reporting Structure	3
Bouldering Volunteer Positions	4
Bouldering:	4
Judge (Bouldering)	5
Aspiring (2 nd) Judge (Bouldering)	7
Iso Monitor	8
Iso Runner	10
Brushers	10
Timer	11
Difficulty Volunteer Positions	12
Difficulty:	12
Judge (Difficulty)	13
Aspiring (2 nd) Judge (Lead)	15
Timer	17
Timer	18
Lead Belayer	20
Top Rope Belayer	21
Iso Monitor	22
Iso Runner	23
Speed Volunteer Positions	24
Speed:	24
Starter	25
Manual Timer	25
Scorekeeper	26
Clippers	26
General Volunteer Positions	27
Registration/Check-in	27
Volunteer Coordinator	28
Score Keeper	29

REPORTING STRUCTURE

The reporting structure for CEC competitions is summarized in the organizational chart below.



BOULDERING VOLUNTEER POSITIONS

BOULDERING:

The first part of the season (approximately October through mid-February) is the bouldering season. Bouldering is climbing without ropes on short walls. Climbers have multiple opportunities to climb each route in a given timeframe, and scoring is based on the number of climbs topped, the number of zones reached (a designated hold on each route) and the number of attempts required to reach each top and zone.

Types of Bouldering Competitions:

- **Classic Scramble format (also referred to as Redpoint)** – A large number of boulder problems or routes will be set around the gym. Competitors can choose any problems/routes they would like to attempt and decide in what order to make their attempts. As time permits, climbers may make multiple attempts on problems/routes. Climbers may share beta (advice) prior to and after each attempt, but may not receive any beta while they are on the wall. Competitors are judged by independent judges. Points are awarded only for topping each climb. Climbers are ranked by their top 5 scores. This format is only for Recreational, Experienced and Masters categories.
- **New Scramble Format** - Similar to classic scramble, climbers are assigned a smaller number of boulder problems to complete. Scoring is in zone format (see scoring below). All Youth categories and the Open category use this format.
- **Onsight for Bouldering Competitions** - Prior to starting the competition, climbers are kept in an isolation area. Competitors do not get to look at their problems before their turn to climb. When the competition begins, the competitors come out of isolation to climb one at a time in a predetermined order. There are 5 problems. Each climber moves through the problems in a set order. Each climber gets 5 minutes total to preview and attempt each problem. If the climber is on the wall when time runs out, their attempt is over and they must come down immediately. Between problems, the climbers get a 5 minute rest period. Climbers are scored based on reaching the zone hold and the top of the climb only. Each problem in these types of competitions is judged by independent judges.
- **Onsight - World Cup Format** - This form of climbing competition is used for the final rounds in all CEC bouldering events. Prior to starting the competition, competitors are taken to an isolation area. All of the competitors are taken to the wall prior to the start of competition for a 2 minute preview of each problem prior to climbing starting. During this time, climbers may talk to one another (only to other climbers in the finals round, not to any observers or supporters) and share beta. When the climbing begins, the competitors climb one at a time in a predetermined order (in reverse order of qualifying for the finals

Created in collaboration with Sport Climbing Association of British Columbia

round). All climbers climb problem one before they all move on to the next problem. There are 4 problems in a finals round. Each climber gets 4 minutes on each problem (if a climber is on the wall when the signal goes to indicate that their time is up, the climber's time is up). Each problem is judged by independent judges.

JUDGE (BOULDERING)

Overview:

In bouldering competitions, climbers are scored based on reaching the zone hold and the top of the climb only. Ties are broken with number of attempts to top and zone - those ties are broken with performance in the prior round of competition (e.g., ties in finals are broken by counting back to scores in semi-finals; ties in semi-finals are broken by counting back to qualifying round scores).

The Judge's Role in bouldering competitions is to observe the climber to:

1. ensure the Safety of the climber;
2. confirm legal Starts;
3. confirm permitted Movement;
4. valid Zones and Tops;
5. address any Technical issues that arise

Reports to:

Head Judge

Job Procedure:

Before the Competition

- Make sure you know the IFSC/CEC/CEC rules on bouldering, especially the scoring. Access IFSC and CEC websites through www.sportclimbingbc.ca
- Make sure you are fully informed about the boulder you will judge (consult the Chief Route setter, CEC Technical Delegate or Jury president).
- Learn the boulder by heart, so you can explain to the competitor where to start, where the zone is and where the top hold is. (If asked)
- Check the availability of: large and small brushes, brushes on sticks, etc.
- If needed, make sure there is a ladder for cleaning holds which are difficult to clean with a brush on a stick.
- Check that you have enough tape (or know where tape is located) ready to repair the start, zone and top hold marks and black tape if there is a demarcation.
- Always check that there are no gaps between the mats. If there are, take necessary action.

During the Competition

- If required have all holds cleaned at the beginning of each round. Clean holds before each competitor (if necessary). Have holds cleaned whenever a competitor asks you to do so.
- To judge a boulder you will need a clear view of the entire problem. Ensure you have a line of sight that is not impeded by other competitors or coaches.
- The competitor will hand you his/her personal scorecard (see example below). The purpose of this card is to help the competitor to keep track of his/her results.
- Competitor can touch **start holds only**, when they are previewing.
- To establish a start, competitor must control hands, but can tap feet.
- To establish a zone, the competitor must control the hold and use it in some way.
- Mark ALL the attempts for the Zone/TOP on the competitors score card, make sure to mark in the appropriate spot on the card. Remember to sign each score card when competitor Tops the problem.
- If asked, inform each competitor about: the starting holds, the zone hold, the top hold(s).
- In the interest of the spectators, and video, it is a common practice to raise your hand at the same time you say OK when a boulder is topped.
- If a competitor wants to clean a hold himself/herself, allow the competitor to use only the official brushes.
- Do not touch the holds neither with hands nor feet.
- Do not spot the competitor. Never encourage a competitor.

Older video of Bouldering rules. Note: 'Bonuses' are now called 'Zones' and competitors must control hands on Start holds, but can tap feet.

[2016/17 OCF Bouldering Rules](#)

ASPIRING (2ND) JUDGE (BOULDERING)

Overview:

This is an introductory role, NO EXPERIENCE NECESSARY!!

In bouldering competitions, climbers are scored based on reaching the zone hold and the top of the climb only. Ties are broken with number of attempts to top and zone - those ties are broken with performance in the prior round of competition (e.g., ties in finals are broken by counting back to scores in semi-finals; ties in semi-finals are broken by counting back to qualifying round scores).

The Aspiring Judge's Role in bouldering competitions is to observe the climber to:

1. ensure the Safety of the climber;
2. confirm legal Starts;
3. confirm permitted Movement;
4. valid Zones and Tops;
5. address any Technical issues that arise

Reports to:

Boulder Judge

Job Procedure:

Before the Competition

- Be familiar with the marking/scoring of boulders (Zone/Top)
- Make sure you are fully informed about the boulder you will judge (consult the Chief Route setter, CEC Technical Delegate or Jury president).
- Learn the boulder by heart, so you can explain to the competitor where to start, where the zone is and where the top hold is. (If asked)
- Assist the boulder judge with the pre-comp checks

During the Competition

- Aid the boulder judge in the scoring of your boulder
- Do not touch the holds neither with hands nor feet.
- Do not spot the competitor. Never encourage a competitor.
- The boulder judge will have final say on the score given.

Older video of Bouldering rules. Note: 'Bonuses' are now called 'Zones' and competitors must control hands on Start holds, but can tap feet.

[2016/17 OCF Bouldering Rules](#)

Example of a score card presented to boulder judge before the attempt:

T = TOP (1 or 0)
AT = number of attempts for TOP
Z = Zones (1 or 0)
AZ = number of attempts for Zones

Example of a score card returned by boulder judge after the attempt

It is a common practice to mark each attempt with a vertical dash: “|”. When the zone is controlled, the vertical dash gets a horizontal dash in the middle: “+”. When the boulder is topped, the vertical dash gets a horizontal dash at the top: “T”.

Example: ||+T means zone in the 3rd attempt, TOP in the 4th attempt. Topping a boulder on-sight will then be marked as a T with a horizontal dash in the middle.

ISO MONITOR

Overview:

They are the wardens of the Isolation area. They are to ensure all athletes and coaches abide by the isolation rules. They will also be in charge of the staging area, ensuring that the two on deck chairs for each category are filled. They will direct the Iso runners on which athletes need to be found and when. They have the final say on when the athlete is to leave the staging area. They will also ensure that all phones and any device with wifi capabilities are handed in or not brought into isolation.

The Iso Monitor is responsible for ensuring that athletes, coaches, and anyone else in the isolation area is:

- Allowed to be there, according to CEC rules
- Adhering to all CEC rules

Reports to:

Jury President/Head Judge

Job Procedure:

Before Competition:

- If needed, turn on the heating or the air-conditioning before the opening of the isolation zone.

- Check the presence of: sufficient food and beverages, enough chairs, clock or watch.
- Check toilets for the competitors. If the toilet is outside the isolation room, then additional staff (Runners) to accompany the competitors is needed.
- Check what to do if medical help is needed.
- Check the call zone, make sure it is comfortable for the competitors(at least chairs).
- Check that there is a timetable for the competition in the isolation zone close to the starting list.
- Get the mobile phone number of the Jury President and the Head Judge.

In the Isolation Zone:

- Always remain friendly and helpful: Competitors can be nervous and may therefore react a bit rude.
- Competitors are not allowed to have any contact with people outside the isolation zone.
- They may not obtain information regarding the climbing routes except during the allowed observation period (not through mobile phone, camera, video, etc.) If it is observed that this rule is violated, contact the Jury President and/or the Head Judge immediately.
- Team coaches and managers in the isolation zone are now subject to registration.
- No unregistered Team Official can join the isolation zone. In addition the same rules as the competitors apply to them (once they have left the isolation zone, they cannot return).

Persons Allowed in the Isolation Zone:

- Organizer's officials.
- Competitors eligible to take part in the current round of the competitions.
- Authorized team officials.
- Other persons specifically authorized the Jury President (they must be escorted by an approved official).
- Team officials shall be permitted to enter and leave the isolation zone under the same conditions as those which apply to competitors.

On Deck Zone:

- Check that the correct competitor prepares for climbing. Collect his/her personal belongings.
- If possible, make sure that there are a minimum of 2 competitors ready in the call zone at any time.
- Prevent disturbance by other competitors.
- Don't disturb the competitors concentration unless really necessary.
- Note that the competitor is not allowed to go to the toilet once he/she is in the call zone.
- Cross out the name of the competitor on the starting list after he/she has left the call zone.
- Additional isolation zone for technical incidents and immediate appeals.

- Make sure the competitor cannot watch the route and/or has contact with other competitors/coaches.
- Make sure there are some warm-up facilities (if needed). Make sure that at least water is provided and that the competitor gets his/her personal belongings.

ISO RUNNER

Overview:

They escort competitors from one area of the event to another. They will either be located in Isolation where they will be responsible for locating athletes and escorting them to the staging area. Or they will be responsible for escorting the athlete from the staging area to the first boulder if needed. On occasions, the on-deck chair will be located outside the main isolation area, in front of the first climb; in that case it is a runner's responsibility to escort the athlete to the on-deck chair. If an athlete needs to be escorted out of Isolation, for example if the washrooms are located outside of Isolation, the runner will escort them until they have returned to Isolation.

Reports to:

ISO Monitor

BRUSHERS

This person is to brush the holds between climbers and upon request by the athlete, focusing on the start holds and any hold that is held repeatedly by the competitors. It is very important that the brusher is aware of the athlete's desire to get back on the problem, and stays out of the view of the judges when the climber begins their attempts.

Overview:

- Review boulder problem with judge to verify starting holds.
- Ensure the right type of brush and extension poles as required.
- Clean starting holds - first and subsequent used holds per climber.
- Important to watch each climber's progression to know which hold requires cleaning.
- Clean holds during round as instructed by climbers.
- Provide brush to climber as required.
- Note any blood on hold to judge or route setter before next climber begins.
- Note any loose or moved hold to judge or route setter before next climber begins.

Reports to:

Judge

TIMER

Overview:

Bouldering: This person is to monitor the countdown clock during each round, They are to signal with a single sound when one minute remains and then 2 sounds when the rotation is finished.

Reports to:

Jury President/Head Judge

DIFFICULTY VOLUNTEER POSITIONS

DIFFICULTY:

The second part of the season (approximately February through May) is the difficulty season. In difficulty climbing, Categories D, C and Recreational climb on a top rope and categories B, A, Junior, Experienced and Open climb on lead. In top rope, climbers are belayed from below and climb along the route without clipping. In lead, climbers are belayed from below and are required to clip their rope into quickdraws along the route. In difficulty, climbers get one attempt at each route and scoring is based on the highest hold controlled.

Difficulty competitions:

- **Flash format for Difficulty Competitions** – This is a competition format for difficulty climbing events which is typically used for the qualification portion of difficulty competitions. Competitors can watch each other climb, but each climber only gets one try on each route. Climbers attempt each route in a predetermined order.
- **Onsight for Difficulty Competitions** – This competition format is used for the semi-final and final portions of difficulty competitions. Prior to starting the competition, climbers are taken to an isolation area. All competitors are taken to the wall prior to the start of competition for a preview of the routes. When the competition begins, the competitors come out of isolation to climb one at a time in a predetermined order. Competitors are allowed one preview and one attempt on their route.

JUDGE (DIFFICULTY)

Approved by the Head Judge/ Jury President. They keep track of the climbers score and hand in those scores when scheduled by the Head Judge. Depending on the recording system used, the route judge will record the score for all competitors on their assigned route. The scoring system is based off of IFSC rules and will be taught to them at the judges meeting. They are to ensure the route is scored or marked correctly and consistently, and will be watching the climber for proper starts and tops. They will instruct the climber when to begin climbing or if they are to stop climbing due to a violation, which can be: false start, missing a clip, time violation, touch a hold or part of the wall deemed out.

Overview:

In difficulty competitions, typically, the highest hold the climber achieves determines the score awarded to the climber. Ties are either broken with time or with performance in the prior round of competition (e.g., ties in finals are broken by counting back to scores in semi-finals; ties in semi-finals are broken by counting back to qualifying round scores).

The judge's Role in a difficulty competition is to observe the climber to:

- 1) ensure the Safety of the climber;
- 2) confirm the legal Start and following of the Rules for difficulty route climbing;
- 3) confirm permitted Movement;
- 4) confirm Top or Score on the route;
- 5) address any Technical issues that may arise.

Reports to:

Jury President/Head Judge

Job Procedure:

Before the Competition:

- Make sure that you know the IFSC/CEC/CEC rules on difficulty, especially the scoring. Access the IFSC and CEC websites through www.sportclimbingbc.ca
- Attend a Judge's clinic prior to the competition.
- Get informed about the competition timetable and the time and location of judge's briefing
- Get informed about the contacts of the competition officials (Head Judge, Jury President, Head Route Setter).
- Make sure you are fully informed as to the Route you will judge.
- Preview and have clear understanding of labelled route map for the Route you will be judging.

During the Competition:

- Be aware of the time restrictions for observing a route and climbing a route.
- Judge when an attempt has started.
- Be able to follow the climbers progress along a route.
- Be able to distinguish between a controlled hold or a used hold in accordance with IFSC Competition Rules.
- Judge when a climber has successfully completed a climb (Top).
- Know when to call a climber off the wall.
- Score a climber when called off the wall or has fallen off the wall.
- Be aware of any technical changes on a route.
- Be aware of what constitutes safe /unsafe climbing and call a climber off the wall if they are unsafe (legitimate position to clip).
- Understand what a Z clip is and the procedure for correction.
- Understand that if a climber skips a draw then the climber is to be called off the wall and score their attempt to the highest point where they still could have clipped from.
- Understand the procedure (call the Head Judge) for any technical Issue (eg. Spinners, short rope, dangerous clips).
- Understand how to record the time of the climb (in finals).
- Be aware to warn spectators/coaches about communication with the climber during their attempt.
- Know what is out of bounds on a climb.
- Hand over to the Head Judge the score sheet once a category is done with a route.

Difficulty Videos:

[IFSC Judging Video - Lead](#)

[Lessons in Z Clipping](#)

[OCF: Beta Videos - A, J, Open Women Q1](#)

ASPIRING (2ND) JUDGE (LEAD)

Overview:

This is an introductory role, NO EXPERIENCE NECESSARY!!

In difficulty competitions, typically, the highest hold the climber achieves determines the score awarded to the climber. Ties are either broken with time or with performance in the prior round of competition (e.g., ties in finals are broken by counting back to scores in semi-finals; ties in semi-finals are broken by counting back to qualifying round scores).

The judge's Role in a difficulty competition is to observe the climber to:

- 1) ensure the Safety of the climber;
- 2) confirm the legal Start and following of the Rules for difficulty route climbing;
- 3) confirm permitted Movement;

Reports to:

Route Judge

Job Procedure:

Before the Competition

- Be familiar with the marking/scoring of boulders (Zone/Top)
- Make sure you are fully informed about the boulder you will judge (consult the Chief Route setter, CEC Technical Delegate or Jury president).
- Learn the boulder by heart, so you can explain to the competitor where to start, where the zone is and where the top hold is. (If asked)
- Assist the route judge with the pre-comp checks

During the Competition

- Aid the route judge in the scoring of your route
- Have an understanding of distinguish between a controlled hold or a used hold in accordance with IFSC Competition Rules.
- Do not touch the holds neither with hands nor feet.
- The boulder judge will have final say on the score given.
- Times the climber for both the preview time and climbing time.
- Know what is out of bounds on a climb.

Difficulty Videos:

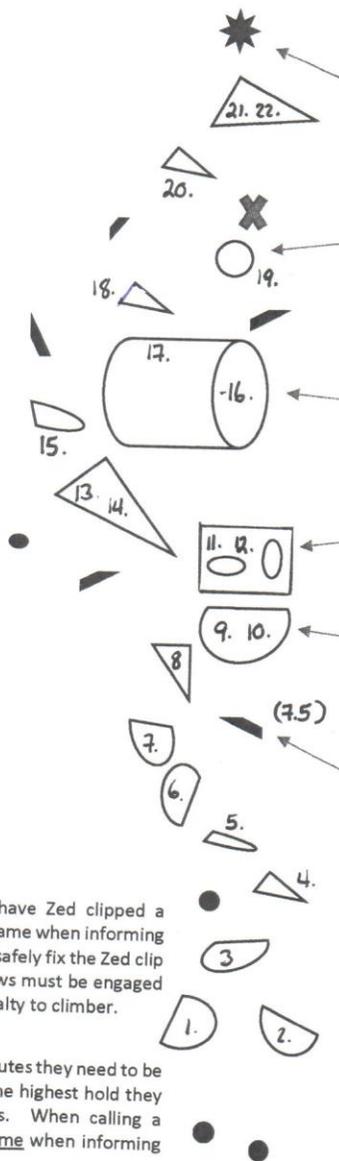
[IFSC Judging Video - Lead](#)

[Lessons in Z Clipping](#)

[OCF: Beta Videos - A, J, Open Women Q1](#)

Climbing cheat sheet

JUDGE: _____



Top

A top is achieved when the climber has successfully clipped the final draw. Top Rope = match hands on the finish hold.

Mandatory Clipping Hold

Climbers must clip into draw from this hold. Safety dictates this. Climbers may not progress past this point if they are not secured. MCH usually marked with a BLUE X. A climber is called down should they proceed past this point without being secure.

Volumes / Features

Route setter will indicate the use in scoring. Proximity to what is indicated on the route map will score the hold.

Boxed Hold on Route Map

The holds marked inside the box can be held in any order. One hand on a hold in the box scores 11. Both hands in the box scored the 12. Must be two different hands to score

Hand Match

Climber must match both hands on hold to score 9 and 10.

Foot Hold Utilized by Climber

If a foothold gets used as a hand hold by a climber, that results in upward advancement, the route map is rescored. This new "hand hold" becomes 7.5 on the route.

Missed Clip

Climbers must progress up the wall clipping all the draws in order. Should a climber miss a draw they will be called down when they have clipped the next draw in the sequence. Judge must then determine scoring based upon the last legitimate hold the tallest climber in a category could have held and secured the missed draw.

Back Clips

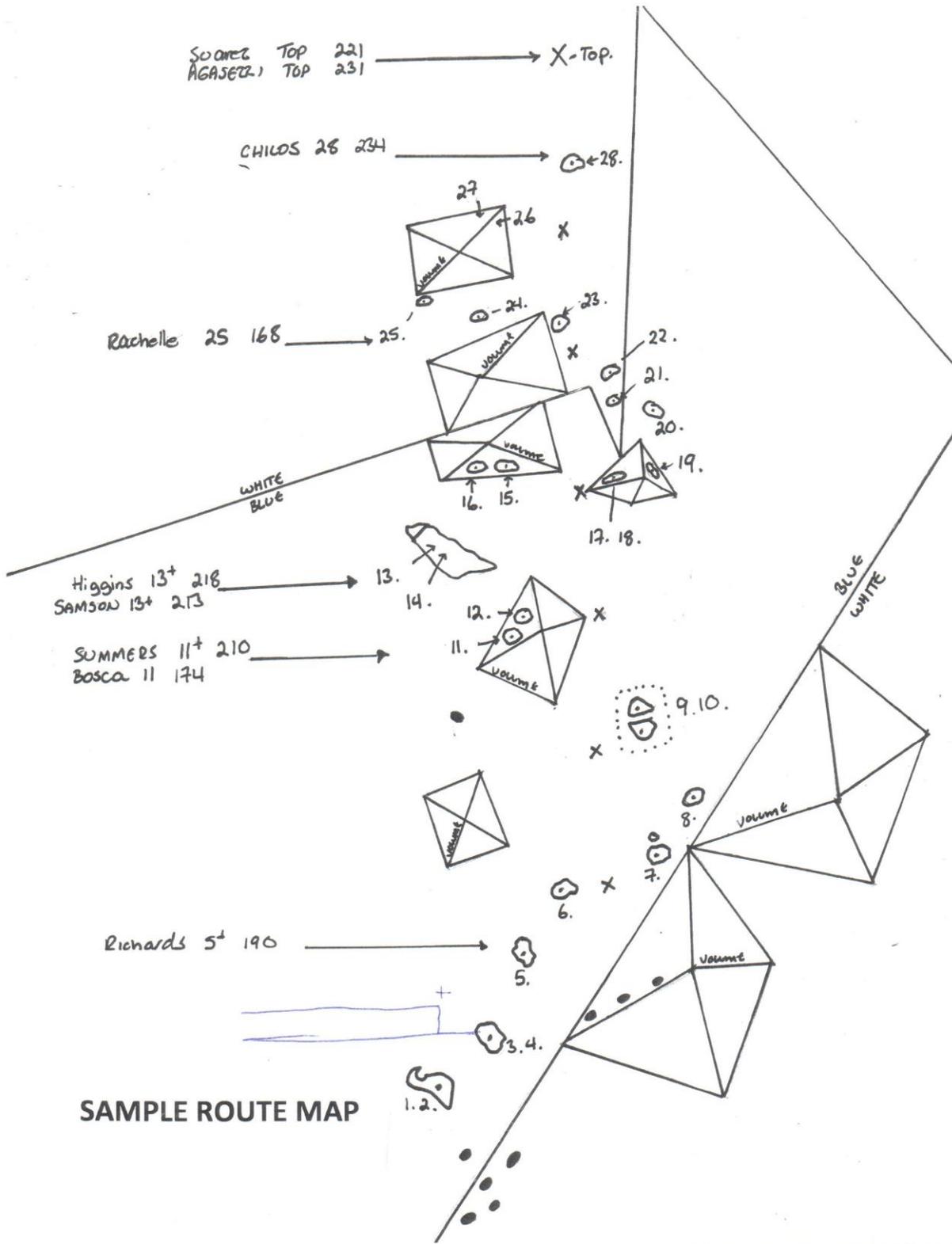
Climbers may back clip without penalty or direction or reminder from judges.

Zed Clip

Judges inform climbers if they have Zed clipped a draw. Please utilize the climbers name when informing them of a Zed clip. Climber must safely fix the Zed clip by readjusting the draws. All draws must be engaged before climber continues. No penalty to climber.

Climber Timing Out

Should a climber exceed the 6 minutes they need to be called off the wall. Judges score the highest hold they achieved prior to the 6 minutes. When calling a climber down please use their name when informing them they have reached "time."



TIMER

Overview:

The Timer is responsible for timing the athlete while they are previewing the climb and timing the athlete while they are on the wall. They ensure that the athlete's previewing time does not exceed the 40-seconds, and that the climber's time on the wall does not exceed 6-minutes.

Reports to:

Route Judge

Job Procedure:

- Climber comes out "ready" to climb their route. Have them face away from the route looking at you. Ready means shoes on, harness on, bib on, ready to climb.
- Please ensure the belayer is ready and the knots have been checked.
- After the Route Judge gives the climber their pre-climb instructions, they will instruct the climber to turn to face the route and begin their preview. The Timer starts the stop watch when the climber turns to begin previewing the route.
- The climber is given a maximum of 40-seconds to preview their climb, and at their option, may begin climbing before the 40-second preview time expires. If the 40-second timer expires and the climber has not started their attempt, the Timer informs the climber that the 40-second preview timer has expired and they must begin their attempt immediately.
- The Timer resets the stopwatch to zero, and the 6-minute climbing time starts when every part of the competitor's body has left the ground.
- While the athlete is climbing, the Timer is under no obligation to inform the competitor of the elapsed time. However, if the athlete requests the time, the Timer shall inform the competitor of the elapsed time.
- If the 6-minute timer expires while the competitor is still on the wall, the Timer shall immediately inform the Route Judge and the climber is called down from the wall.
- The competitor's high point is the last hold that the athlete controlled when the 6-minute timer expired.

Timer or Judge Dialogue:

Decide ahead of time who will talk with climber - Judge or Timer. Most often it is the Timer who will converse with the climber.

“Climber you will be climbing the (blank) route behind you. You will have 6 minutes to complete your climb. When you turn around you will have 40 seconds more of preview. Any questions?”

IF NO QUESTIONS

“Climber you may turn around now - you are on your 40 seconds of preview.”

At 30 seconds left let the climber know.

“Climber you have 10 seconds left.”

With 5 seconds left tell the climber

“Climber you need to be on the wall now.”

With no time left tell the climber

“Climber you need to be on the wall now.”

If climber is not on the wall - seek out the Head Judge

LEAD BELAYER

Overview:

The Belayer is responsible for the safety of the athlete while they are on the wall. They perform a safety check before the athlete starts, spots when necessary, and uses a comp-style belay to safely catch the athlete and lower them to the ground.

Belayers must be approved by the Board to belay in a competition setting using a comp-style catch, and must wear belay gloves.

Reports to:

Head Belayer/Jury President

(Head Belayer reports to Technical Delegate before the comp and Jury President during the Comp)

Job Procedure:

- The Belayer flakes the rope into a bucket or tarp that can be easily carried into the field of play.
- The Iso Runner will deliver an athlete to the on-deck chair. The Belayer hands the rope to the climber to tie in using a figure eight knot with a stopper. Once the athlete has tied in and the Belayer has attached the belay device, they must perform a safety check, inspecting the harness, knot, stopper knot, and showing the Belayers harness, and belay set up to the satisfaction of the athlete.
- When the head judge calls the athlete out, the Belayer walks out with the climber to their climb, sets up the rope in a safe area and wait for the athlete to begin.
- When the athlete begins, the Belayer spots until the first bolt is clipped, then belays using an approved comp-style belay.
- When an athlete falls or reaches the top, the Belayer lowers them to the ground, directs them away from the high-point of the rope and waits for the climber to untie. When the rope is free, the Belayer pulls the athlete-end of the rope, flakes the rope in their bucket or tarp, being sure to alternate which end the athletes tie in on, and proceeds to the on-deck chair.

TOP ROPE BELAYER

Overview:

The Top Rope Belayer is responsible for the safety of the athlete while they are on the wall. They perform a safety check before the athlete starts, spots when necessary, and uses a comp-style belay to safely catch the athlete and lower them to the ground. Top Rope Belayers must be approved by the Board to belay in a competition setting using a comp-style catch.

Reports to:

Head Belayer

Job Procedure:

- The Top Rope Belayer ensures the rope is ready prior to each climber tying into the rope. This involves making sure the rope runs freely through the anchor and is free from any kinks or other obstructions.
- The Iso Runner will deliver an athlete from the on-deck chair to the base of the climb. The Top Rope Belayer clips the rope onto the belay loop of the climber's harness and ensures both carabiners are properly locked. Once the athlete is clipped into the rope, and the Top Rope Belayer has attached the belay device to the rope, they must perform a safety check, inspecting the harness, knot, locking carabiners, and showing the Top Rope Belayer's harness, and belay set up to the satisfaction of the athlete.
- The head judge will give the athlete final instructions and inform the climber when they may begin previewing the climb, and when they must begin the climb.
- When the athlete begins, the Top Rope Belayer belays using an approved comp-style belay (there should be sufficient slack in the rope to avoid aiding the climber in their ascent).
- When an athlete falls or reaches the top, the Top Rope Belayer lowers them to the ground and unclips the climber from the rope.

ISO MONITOR

Overview:

They are the wardens of the Isolation area. They are to ensure all athletes and coaches abide by the isolation rules. They will also be in charge of the staging area, ensuring that the two on deck chairs for each category are filled. They will direct the Iso runners on which athletes need to be found and when. They have the final say on when the athlete is to leave the staging area. They will also ensure that all phones and any device with wifi capabilities are handed in or not brought into isolation.

The Iso Monitor is responsible for ensuring that athletes, coaches, and anyone else in the isolation area are:

- Allowed to be there, according to CEC rules.
- Adhering to all CEC rules.

Reports to:

Jury President/Head Judge

Job Procedure:

Before Competition:

- If needed, turn on the heating or the air-conditioning before the opening of the isolation zone.
- Check toilets for the competitors. If the toilet is outside the isolation room, then additional staff (Runners) to accompany the competitors is needed.
- Check what to do if medical help is needed.
- Check the on-deck zone - make sure there are chairs for competitors.
- Check that there is a timetable for the competition in the isolation zone close to the starting list.

In the Isolation Zone:

- Always remain friendly and helpful: Competitors can be nervous and may therefore react a bit rude.
- Competitors are not allowed to have any contact with people outside the isolation zone.
- They may not obtain information regarding the climbing routes except during the allowed observation period (not through mobile phone, camera, video, etc.) If it is observed that this rule is violated, contact the Jury President and/or the Head Judge immediately.
- Team coaches and managers in the isolation zone are now subject to registration.
- No unregistered Team Official can join the isolation zone. In addition the same rules as the competitors apply to them (once they have left the isolation zone, they cannot return).

Persons Allowed in the Isolation Zone:

- Organizer's officials.
- Competitors eligible to take part in the current round of the competitions.
- Authorized team officials.
- Other persons specifically authorized the Jury President (they must be escorted by an approved official).
- Team officials shall be permitted to enter and leave the isolation zone under the same conditions as those which apply to competitors.

On Deck Zone:

- Check that the correct competitor prepares for climbing. Collect his/her personal belongings.
- If possible, make sure that there are a minimum of 2 competitors ready in the call zone at any time.
- Prevent disturbance by other competitors.
- Don't disturb the competitors concentration unless really necessary.
- Note that the competitor is not allowed to go to the toilet once he/she is in the call zone.
- Cross out the name of the competitor on the starting list after he/she has left the call zone.
- Additional isolation zone for technical incidents and immediate appeals
- Make sure the competitor cannot watch the route and/or has contact with other competitors or coaches.
- Make sure there are some warm-up facilities (if needed). Make sure that at least water is provided and that the competitor gets his/her personal belongings.

ISO RUNNER

Overview:

They escort competitors from one area of the event to another. They will either be located in Isolation where they will be responsible for locating athletes and escorting them to the staging area. Or they will be responsible for escorting the athlete from the staging area to the first climb if needed. On occasions, the on deck chair will be located outside the main isolation area, in front of the first climb; in that case it is a runner's responsibility to escort the athlete to the on deck chair. If an athlete needs to be escorted out of Isolation, for example if the washrooms are located outside of Isolation, the runner will escort them until they have returned to Isolation.

Reports to:

Iso Monitor

SPEED VOLUNTEER POSITIONS

SPEED:

Speed climbing may occur across the two seasons. In speedclimbing, climbers compete on a standardized, prescribed route against the clock in the qualifying round and against another climber in the head-to-head elimination final rounds. The international standard is the 15-meter route. The 10-meter route may also be used in Canada. As an alternate, the “Classic” speed format can be set on any wall and does not require two identical, standardized routes. Scoring is based on time to reach the top. Speed events may occur in conjunction with another competition or as a stand alone competition.

Speed competitions

Speed competitions are run in the same manner, doesn't matter the format. It is how the results are calculated that change. A speed comp consists of 3 rounds;

1. First is the practice round, each competitor climbs both routes. These are optional and a competitor may elect not to participate.
2. Second is the qualifying round, each competitor climbs both routes. This is a race against the clock not your opponent, as the fastest times move into the finals.
3. Third is the final rounds, top 16, 8 or 4 depending on the number of competitors. In this round you are racing against your opponent and the time only counts for the loser to determine the ranking when their round is finished. Winner moves on the the next round.

- **Classic format**

- In a classic format, the routes are similar but not identical. Therefore to calculate the competitors result in any given round, their times from both routes are added together. As a result, the competitor will race on both routes in every round.

- **Homologous format**

- In the format, the routes are identical. For qualifiers the best time of the competitors 2 runs is used to form the rankings. In the final round, they only race once head to head, whomever is the fastest moves on.

STARTER

Overview:

This is the person responsible for starting each race.

Reports to:

Jury President

Job Procedure:

Athletes will be led to the competition area by an iso runner where they will adjust their foot pedals. While this is happening, the starter should confirm that the athletes are in the correct lane. Once the athletes have adjusted their foot pedals, they will face the starter, facing away from the wall.

The starter will then announce the proper commands to begin the race:

- 1) “Climbers take your mark” – climbers face the wall and get in position to climb
- 2) Once the climbers have stopped moving and you have confirmed via the starting lights that both climbers are in a valid position, “Climbers ready”
- 3) The Starter activates the starting system
 - a. If a false start occurs, the Starter will inform the climbers and the JP, who will decide if the race can be re-run, or if the race is over

MANUAL TIMER

Overview:

Four Timers are assigned to each lane and use a stopwatch to time a climber as a backup method of score keeping.

Reports to:

Head Judge

Job Procedure:

- 1) Timers start timing from when the starting system sounds its final beep to when the climber hits the finish pad
- 2) One of the Timers records all three times, to the nearest tenth of a second, on a copy of the running order, being sure to record it in the correct lane.
- 3) At the end of the speed round, the running order is handed in to the Head Judge.

SCOREKEEPER

Overview:

Scorekeepers input race times into the computer once a race has been completed.

Reports to:

Head Judge/Jury President

Job Procedure:

- After a race is complete, input the race time for each athlete into the computer, being sure to enter it on the correct lane.

CLIPPERS

Overview:

Clippers attach climbers to the speed auto belays and verify that they are correctly clipped in. They also unclip climbers, as needed, from the auto belay.

Reports to:

Head Judge/Jury President

Job Procedure:

- Climbers are escorted to the competition area by the iso runner. They adjust their foot pedals and when they are ready, turn around and face the Starter.
- When they turn around, Clippers attach the auto belay to the belay loop of the harness slowly release the sling, and perform a quick visual inspection to ensure that the harness and auto belay are positioned correctly.
- After the climber races and has been lowered, Clippers unclip the climber from the auto belay and hold on to the auto belay until the next athlete is ready.
 - Clippers may choose to wear a harness with a quickdraw attached to their belay loop so they can clip the quickdraw into the auto belay while waiting for climbers to be ready.

GENERAL VOLUNTEER POSITIONS

REGISTRATION/CHECK-IN

Overview:

The people will check in/register competitors at the beginning of the event. They are to ensure that the competitor receives all the necessary materials, which varies from competition to competition, but can include: Bib numbers, Comp t-shirt, Scorecard and anything else provided to the competitor by the host. They must also ensure all documentation has been received, again depends on the competition but can include: Waiver, passport verification, registered in the appropriate category.

Reports to:

Technical Delegate

Job Procedure:

- Greet competitor before entering event to ensure registration is accurate and complete
 - Verify name and category
 - Provide bib number
 - Provide scorecard as required
 - Supply any additional giveaways as provided by hosting gym
- Direct competitor to warm up or ISO location
- Greet coaches before entering event to ensure registration
 - Verify name and approval on CEC list
 - Provide badge for access to climbing or ISO areas
- Direct spectators to viewing area and/or explain rules for access to climbing areas
- Confirm to Head Judge accurate numbers of participants as required to alter running order or scoring.

VOLUNTEER COORDINATOR

Overview:

Is responsible for collecting, scheduling, and coordinating all volunteers.

Reports to:

Technical Delegate and Event Coordinator before the Comp begins and Jury President during the Competition. The number of volunteers will be dependent on the facility and event, please refer to the Competition checklist.

Volunteer Positions for Bouldering:

- Technical Delegate
- Jury President (Provincials)
- Head Judge
- Set-Up
- Registration (2)
- Judges (10 +)
- ISO Monitor (1)
- ISO Runners (2-3)
- Timer (1)
- Brushers (5)
- Clean-Up

Volunteer Positions for Difficulty:

- Technical Delegate
- Jury President (Provincials)
- Head Judge
- Set-Up
- Registration (2)
- Judges (4 +)
- Timers (4 +)
- Lead Belayers (3 +)
- Top Rope Belayers (2 +)
- ISO Monitors (1)
- ISO Runners (3)
- Clean-Up

Volunteer Positions for Speed:

- Technical Delegate
- Jury President
- Head Judge
- Set-Up/Clean-Up
- Registration (2)
- Starter (1)
- Manual Timers (4)
- Score Keeper (2)
- Clippers (2)
- Monitor (1)
- Runners (3)

SCORE KEEPER

Overview:

This person aids the JP and TD in keeping track of running orders and ensuring they are accurate, collecting score sheets, result lists and all other written information during the event.

This person will be responsible for manually entering any results not placed in through the electronic scoring system, if used.

Reports to:

Jury President & Head Judge