THE RULES – 24 Hours of Horseshoe Hell 2015

The premise for 24 Hours of Horseshoe Hell is leading a route clean for points, and doing that in succession for 24 hours straight (or 12 hours for 12hr event). Team members will not have to climb the same routes, but will only get points for lines that they climb. Individual scores will be tallied as a team total. This way a 5.9 climber can match with a 5.12 climber and make a team. TEAM Strategy is the key.

Two oval carabiners will be hanging on the first bolt of most of the routes on the ranch. The first climbing party to ascend that route will take those biners with them to the top and clip them to the anchors to lower off. Those biners will stay in place for the entire event. The last party on each route Sunday morning will bring the biners down with them to turn back in with their scorecard at the pro shop. If you plan on climbing a large amount of traditional lines please bring your own biners to use, as no trad lines will have biners available on them.

1. Teams will consist of two climbers. There will be no “Solo” climbers. Unbalanced ability teams are allowed (Intermediate and Advanced, etc.) but are certainly not mandatory. Each team is allowed to have a scorekeeper to help fill out scorecards - or app on phone - correctly and legibly, but any further “support” is not allowed. Team members will belay each other, no outside help with belaying. Team members will carry their own gear, eat their own food, go get their own drinks, etc. Teams will need to come up with a unique name. If not, the default team name will be both members’ last names.

***Categories are based on your best redpoint level. For example, if you have redpointed a 5.11a then you are an advanced climber. Do not register Intermediate. You are allowed to climb routes rated below your division category. However, you will not be allowed to climb any routes above your entered division. We repeat, you are not allowed to climb any routes that are a harder grade than your entered division. That means an intermediate climber cannot climb a 5.11a for points; an advanced climber cannot climb a 5.12c for points but CAN climb a 5.10 for points, and so on. Elite climbers can climb any route they choose. See below for category scale, based upon your best redpoint.

*NOTE: there is no recreational category in the 24 hour event. Intermediate category will encompass 5.4 – 5.10d

Recreational: 5.4 - 5.9- (12 hour event only)
Intermediate: 5.9 - 5.10d
Advanced: 5.11a - 5.12a
Elite: 5.12b and above

2. To gain points, climbers MUST LEAD every route chosen for scoring. Free-solo climbing is not allowed. Both members do not need to climb the same routes, but if so, leaving draws up for the second member to climb is okay. Again, toproping your teammates lead does not count for points. Points are given for clean ascents only. LEAD: A successful "lead" is starting at the bottom, with no top rope above, clipping gear along the way, and arriving at the anchors with no FALLS, no HANGS, and no PULLING ON GEAR. If you fall or hang on gear, lower down and climb back up to your high point in "yo-yo" style, then continue on. CLIMBERS MUST CLIP BOTH ANCHORS/BINERS AT TOP OF ROUTE TO LOWER ON. Stick clipping up to the second bolt is allowed, but nothing above the 2nd bolt. Anyone observed endangering themselves or others by climbing like an idiot will be disqualified. Simply put - vbnm, climb in a way that respects others, and protect yourself from the unknown: broken holds, protection failure, or purposeful runouts.

*Please be polite and step aside if another team is waiting for the route.

3. The 24 hour event starts at 10 am on Friday, Sept 25, and continues for 24 LONG hours, ending at 10 am on Saturday. There is no on site registry, only pre-registered competitors allowed. There will be a mandatory climber meeting Friday at 9 am to discuss questions and rules. Afterwards, teams will then be able to ready themselves and gather back at the check in area for the start of the comp. This is when scorecards will be handed out and roll will be called. Teams are required to report to one of 4 main check in stations at 10 pm on Friday night and 4 am on Saturday morning. At the 9:30-10:30 pm check in, climbers will turn in their scorecard and receive a new one (unless they are using scoring app on smartphone). The 4 am check in is a Mandatory Safety Check In. Please mark your scorecards clearly and legibly. Correct scoring is our responsibility, a legible scorecard is yours.

At 9:45 am on Saturday morning the shotgun will sound. You have until 10:15 to turn in your scorecard to the registration table at the Trading Post. If you are late, points will begin to be deducted from your score.

The 12 hour event starts at 7:30 am on Thursday morning, Sept 24, and ends 12 hours later. Climbers are limited to certain areas of the ranch for the 12 hour event (The North Forty, Doomsday, Titanic, Arcade, Street Fighter and Ren & Stimpy). Competitors will turn in their scorecards at the camp pavilion at 8 pm. At 8:15 pm your scorecard is late and points will begin
to be deducted from your score.

4. **Extra Points (24 hour event only)**: For the TEAMS that fulfill at least one route for each hour each of the 24 hours, an extra 790 points per person will be added on for a team total of 1580. **Both climbers have to fulfill the obligation, or no points are given.** Extra points are given for **traditionally protected lines** as well. The scoring system will be rounded up one grade for trad routes. Example: A 5.10a traditional climb will be the equivalent of a 5.10b sport line. Or a 5.8 traditional climb will be the equivalent of a 5.9 sport line. **Climbing a route in a traditionally protected way means there are no prior cams, stoppers, or slings on the route.** You climb the route with protection on your harness, and place the gear yourself as you go. If you are climbing a route, cleaning your partner’s preplaced gear, and putting it back in the same spot then you are not trad climbing. Doesn’t count... **In addition, any climber who climbs at least one route on the east side of the canyon (Magoo, Roman, Mullet Buttress, Goat Cave, etc) will receive a 300 point bonus. Also, any route that is 60 ft or over will receive one grade bump in point total.** For example, a 5.10a route that is 60ft or higher will be worth 5.10b points.

*12 AND 24 hour climbers have the opportunity to earn early registration for the following year’s event. Any team of climbers in the 24 hour event who attain a combination of 100 routes, or 12,000 points, or 60 trad routes will be eligible for early registration the following year. At least one has to be done by BOTH teammates or NEITHER are eligible for early registration.*

5. **Lines**: The North Forty late at night can be a busy place, and with that sometimes there are lines of people waiting for routes. New routes are constantly being added to the ranch, which slowly thins the line issue out. However it still needs to be addressed. You are allowed to do two laps on a route, even if there are others waiting, but only if you do them without resting in between. If you and your partner do a lap and decide to take a quick break before you start the second, then the next team in line is allowed to jump in....but only if they have their shoes on and are tied in. In addition, you are not technically in line for a route if you are currently climbing a different route. **In other words, you cannot reserve routes in advance.** Every second counts in 24HHH, so be considerate of others when out there. Be efficient for yourselves but also for others who are waiting.

6. If one team member is injured, or refuses to continue, individuals are allowed to roam and catch belays at their own risk to maintain their individual score. Please consult with event coordinators if you choose to do this, and do not ask a volunteer for a belay.

7. We cannot stress enough that Risk Reduction is of utmost importance at 24HHH. **Don't be stupid.** Take a rest if you need one. **Use your headlamps or a lantern at night. Take naps. Stay hydrated and fueled. Double, triple, and quadruple check each other's knots, belays, systems. MAKE IT A HABIT ON EVERY ROUTE.** Surely fatigue and dementia will be your biggest cruxes. If you are falling asleep at the belay, please throw back some more caffeine, or more importantly, take a rest. **Death or injury due to sleep deprivation is NOT WORTH IT!** **DO NOT** continue climbing if you find yourself at an anchor with no idea how you got there.

Please remember that this comp is based on the honor system and we have created the event with complete, blind trust in your integrity as a climber.