CLIMBING

The climbing Intramural program is a bouldering format competition. Each team has 6 participants. Competitors have 10 boulder problems to try to complete during the 60 min of the session. A competitor may give any problem any number of tries. No points are awarded until they successfully climb the problem from start to two hands on the finish without falling, using only the holds indicated for the problem. Successful completion awards one point. With 10 problems and a max of 6 teammates, the highest score possible is 60 points. All participants are expected to climb with a spotter while the Rock Court instructor monitors all the team’s ascents. There is self-policing on scoring. Points are accumulated week to week and the total points are used to determine the team that wins the league competition.

Happy climbing!