

# 2010 24 Hours of Gunnison's Glory RULES

-At the **24 Hours of Gunnison Glory**, please be sure to double and triple check each other during the competition for **safety- knots, belay devices, harnesses, and eyelids**. **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 at a climbing event is **NOTWORTH IT!**

-The premise for **24 Hours of Gunnison Glory** is leading and/or top-roping routes for points, and doing that in succession for the duration of the **24 Hours of Gunnison Gloryt**. This will not be simple cragging, we will have areas and routes marked but a little homework before comp time may go a long way. Be sure to keep your eyes out for Gunnison Glory workers and locals alike to ask wuestions and receive friendly assistance locating what you need

-**24 Hours of Gunnison Glory** climbers, both Adult Recreation or Advanced and all Youth teams will be registering into one of the following categories; (1) Individuals (you will be partnered or teamed up) (2) Partners, (3) Trios, (4) Squads, (5) Cinc Packs (teams of five) or the (6) Posses.

-Come coed or unisex, we want everybody. We will definitely be awarding all of top women/men and coed teams!!!

-All categories will have both a Recreational and Advanced division.

**-We have staggered the categories, so that no one way climb out of their category!!** See below for point scale.

Recreational: 5.4 - 5.10d

Advanced: 5.10a - 5.13c

-Adult teams are for all individuals above the age of 16.

-All YOUTH TEAMS must have at least one Adult/Gaurdian for up to 5 kids.

-Youth teams only compete for 12 of the 24 Hours of Gunnison Glory but we will provide Sunday morning entertainment for all Youth teams to kill time before the end of the event and Awards ceremony.

-Waiver must be filled out for all competitors!

-In addition, within the team competition there will be an individual category. Participants should register and compete as a team, but will also be rewarded on individual performance.

-OBVIOUSLY no one MUST finish once they have begun please feel free to break, cheer on others and just be merry if you are not feeling the entire **24 hours of Gunnison Glory**.

**-Teams will consist of at least two climbers and no more than six.**

-There will be no "Solo" climbers.

-Teams can have both Recreation and Advanced climbers on them but by default will be competing against the festivals Advanced teams

-There will be no "support crews" for teams other than cheerleaders, you can only belay if you are registered with a team. Team members will belay each other, and not "share duties" with others. Dogs, goats, and other animals are not considered team members either.

-We ask that Teams come up with a unique name for the competitions Team name contest that will be announced at the awards ceremony on Sunday after being voted on by staff and friends.

-If no name is chosen the default team name will be a humorous blend of team member's last names.

-To gain points, at least one climber from **MUST LEAD** every route chosen for scoring. No setting up top ropes by walking your way up to the anchors. But all members do not need to lead or climb the same routes and if you choose to climb the same routes, leaving draws up for the second member to climb is okay.

-Top-roping your teammates lead only counts for points in the Recreation and Youth categories, Advanced climbers must take to the sharp end.

-Top Roped routes go at 50% of the point value as the route points in the scorebook.

-Regardless of how it is climbed, POINTS are only given for clean ascents only, 100% clean movement.

-WHAT IS A CLEAN LEAD? Let's make this perfectly clear, shall we!! 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 or pull the rope and continue on.

-AND, WHAT IS A CLEAN TOP-ROPE CLIMB? Let's make this perfectly clear, shall we!! A successful "top-rope" starts at the bottom with a top rope above, not clipping gear along the way, and arriving at the anchors with **no FALLS, no HANGS, and no PULLING ON GEAR**. If you hang dog, lower down and start your climb over.

-You may climb the same route twice for points, but not consecutively if others are waiting. Please be polite and step aside if another team is waiting for the route.

-The event starts at **10 am on Saturday May 29<sup>th</sup>**, for everyone and continues for however long you got **24 LONG hours later ending at 10 am on Sunday May 30<sup>th</sup>**. Youth teams finish their climbing at **10pm on Saturday May 29<sup>th</sup>**.

-Check-in is from 12pm to 8pm Friday evening at the IOOF park or The Bean coffee shop on Main St. and Virginia in the heart of down town Gunnison. AND OF COURSE YOU MAY REGISTER THE DAY OF AND EVEN AFTER THE EVENT BEGINS!

-Gunnison's IOOF Park will be open to all participants with local specials all over the place.

-Friday Evening will offer climbing presentations at The Bean on Main Street in Gunnison. Presentation will be from both local and out of town climbers.

-Again there is on site registry

-There will be a mandatory "gathering" in the morning at 9am at the Hartmans Base Area to discuss questions and rules. Afterwards, teams will then be released to ready themselves and head off to their first desired climbs.

-Teams are required to report twice to one of 3 main safety/check in stations or at very least establish contact with WSC Mountain State Rescue or one of the event organizers once within first 10 to 14 hours (8pm to 12pm) to both trade your first scorecards and receive new ones to reduce the amount of time needed to tally scores and for a safety check. And a second check-in will be required by 8am (we will try to find you BUT please put effort forward) on Sunday morning to be sure we still got ya and you are in a state to continue

-Please mark your score cards clearly and legibly. If we cannot confirm your score, we will always round DOWN.

-At approximately 9:45 am on Sunday a foghorn will sound that means you are done. If you are half way up a route and the fog horn sounds YOU ARE DONE so finish in a panic and get back to us ASAP. Pack up and head to the main Safety/Check-in point at Buddha's Belly Area to turn in your scorecard.

**-Extra Points:** For the teams that fulfill at least one route for each hour each of the 24 hours, an extra 1000 points will be added per team. All or both climbers have to fulfill the obligation (one climb per hour), 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 worth the equivalent of a 5.10b sport line. Or a 5.8 traditional climb will be worth 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...So, trad crews will have to clean their routes each pitch before the other climber climbs.

-You may not climb sport lines by traditional protection for traditional points. Let's keep it simple....

-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. Every second counts in 24 hours of Gunnison Glory so be considerate of others when out there. Be efficient for yourselves but also for others who are waiting.

-Come prepared for leaving bail biners on routes you abandon attempts on. Do not clog up bolts with tat or screwlinks. 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.

-We cannot stress enough that safety is of utmost importance here. All major climbing area will have at least two contact people who will be stationed at the check-in area at all times and Western State College's Mountain Rescue is here and ready.

**-Again, Please 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, etc.** Please have friends available to drive you afterwards, or take a nap before heading home!

**-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.** We will strive to have numerous volunteers spread over the Different crags for [oversight](#), safety, and assistance, please do not hesitate to use us.