



THE DEVILS DISCO DETAILS AND RULES

THE PREMISE for the Devils Disco is for **two teammates** to complete a minimum of 12 and a maximum of 24 boulder problems in eight hours. Those problems add up to your team score via the app or scorecard. Individual scores will be tallied, and awards given, but like all Hell events- teamwork is the goal. Teams can have mixed categories between individuals but the team category defaults to the highest category individual.

THE POINT of having rules is to keep the playing field level. We often call this an “event” not a competition simply to encourage fair play. However, every year someone bends the rules to their favor. Cheating and Sandbagging is disrespectful to everyone around you. Enjoy yourself, push your limits, but please do not bend the rules. It’s not worth bringing the whole event down to your level just to win a chalk bag or the undue adulation of your peers.



MANNERS

In fishing, you either caught a big one or you didn’t. Climbing isn’t fishing. We rely on the honesty of others. This is never more in play than during a competition. We expect you to respect your fellow climber for (at least) 8 hours by playing fair and showing tact and grace. Share beta. Share pads. Step aside if you are going slow and a fast team needs the route. You are climbing on private land. Repay that favor by being respectful.



CATEGORIES

(based on your consistent current ability)

► **RECREATIONAL:** V0-V4

- TEAM 1st 2nd 3rd
- INDIVIDUAL MEN 1st
- INDIVIDUAL WOMEN 1st
- INDIVIDUAL NB 1st

► **INTERMEDIATE:** V0-V6

- TEAM 1st 2nd 3rd
- INDIVIDUAL MEN 1st
- INDIVIDUAL WOMEN 1st
- INDIVIDUAL NB 1st

► **ADVANCED:** V0-V9 or harder

- TEAM 1st 2nd 3rd
- INDIVIDUAL MEN 1st
- INDIVIDUAL WOMEN 1st
- INDIVIDUAL NB 1st

► **MASTERS:** 45+ years and up

- INDIVIDUAL MEN 1st
- INDIVIDUAL WOMEN 1st
- INDIVIDUAL NB 1st

* Participants get bumped up to the next category if they enter a route on their scorecard harder than the category they signed up for.



SCHEDULE

- Friday, September 29
- Start at 10 AM with the 24hhh (be there at 9am for roll call)
- Finish at 6 pm (Eight Hours of climbing and sprinting)
- Return between 7-8 PM to Trading Post with pads for the after party (WE NEED THEM!)
- 8 pm The march of dummies to the Idahos
- Awards at 9 PM during the dance party

SOB RULES

- Have fun!
- Lets see some costumes!
- Scoring is by the honor system. If you dab- step off, and start over or the drones will get you
- No Bouldering without Spotting. Sure you CAN send a route without a spotter, but **we need you safe!** The less bodies our volunteers have to drag out, the better.
- Be Rad, Use a pad. Better yet, use two pads
- Please stay on established trails and avoid bushwhacking
- There are **FOUR zones for scoring**. Each team must do a **minimum of two problems** in each zone (one each participant)- 1. The Idaho Zone, 2. The North Forty Zone, 3. The East Side Zone, and 4. ALL OTHERS (any zone beyond those first three)
- At **ROLL CALL** you will be given your **starting ZONE**. You will **go to that zone first** to minimize crowding at the more concentrated areas.
- Deliver scorecards to the Trading Post area **between 6- 630 pm. Anything late is disqualified**



SCORING

- You are only able to successfully send a problem **once for points**
- Team scoring is based on adding together both partners scorecard for a total number
- Points are exponential- the harder the higher
- Each participant has must accomplish a **minimum of 12 problems and a maximum of 24** on their scorecard/APP. The program will bump to your highest rated 24 problems if you do more. Sounds like a lot, huh? Yeah that's why it's **HELL**. When the gun goes off, you better run.

POINTS!

VB/V0= 100
V1= 110
V2= 125
V3= 145
V4= 170
V5= 200
V6= 235
V7= 275
V8= 315
V9= 365
V10= 420
V11= 480
V12= 545
V13= 615
V14= 690

