



**UIAA
ICE CLIMBING
WORLD CUP**

**OR OUTDOOR
RESEARCH**



Technical Meeting Notes

2024 UIAA Ice Climbing World Tour – Generic Notes

WhatsApp Communication for the season

For 2024 we will have WhatsApp groups for each of the events for the athletes to receive relevant information throughout the weekend – so please scan the code below with your phones camera and join the group for the events you will be at.



UIAA World Cup - Cheongsong
Information

WhatsApp group



UIAA WYCH - Champagny
Information

WhatsApp group



UIAA World Cup - Saas-Fee
Information

WhatsApp group



UIAA Ice Climbing World
Champions - Edmonton
Information

WhatsApp group



- ◆ Please check the updated rules for 2024
- ◆ [UIAA Ice Climbing Rules & Regulations \(2024\)](#)
- ◆ [2023-24 UIAA Ice Climbing Rules & Regulations – Specific Changes](#)

Update to 2024 Rules & Regulations

4.1.5	From the time that the UIAA route setters start working on the climbing structure, accessing/viewing the structure is strictly prohibited before the competition until the UIAA Delegate has communicated to the registered competitors/officials that this is allowed. This communication will be made using the defined communication channels of the season. Any competitors caught viewing the structure whilst these routes are still on the wall maybe liable to disciplinary action.
5.2.2	The issue of a second yellow card in one season shall determine the disqualification of the competitor for the following UIAA approved of the same level. E.g. if a competitor is disqualified from a Continental Cup, then they will miss the next Continental Cup, if an athlete is disqualified from a World Cup/Championship, they will miss the next World Cup/Championships. This sanction will also span across seasons.
5.2.3	e) Using ice axes that do not fit in the size limit box.
5.2.4	vi. Dangerous behaviour – e.g. intentionally throwing with ice axes from the wall or demonstrating aggressive behaviour towards any UIAA official or competitor.
6.1.2	A competitor's coach (or if no coach is available a competitor himself/herself) may file an appeal concerning the provisional result. The appeal must be filed with the President of the Jury within 10 minutes after publishing of the printed provisional results of the round (at the official results board) using the correct appeal form and must be accompanied by a deposit of 50 EUR which will be refunded if the protest is accepted.
6.3.1	c) Unofficial / verbal appeals can be only submitted to the category judge for 10 minutes at the end of each round of the competition. Competitors must not interrupt the work of the category judge during the competition.
6.3.3	a) Only the official video recordings (and no other recordings) shall be used by the Category Judges and the President of the Jury for judging purposes. The jury may decide to review footage from the livestream (official footage) if appropriate;

Governance rule changes

PART 2 – TECHNICAL RULES

- 8.3.1** All registered competitors must be present themselves or be represented by a team official (also registered) at the registration site at the scheduled time in order to pay the license fee, competition fee, obtain a bib number, and have their passport checked in order to be allowed to compete in a UIAA sanctioned competition. In exceptional circumstances competitors may register on behalf of other competitors – this must be confirmed by the UIAA delegate.
- 8.3.2** If a team official registers athletes at a competition, then the Team Official is responsible to deliver bib numbers and inform competitors any specific rules or information that was delivered at the technical meeting.
- 8.3.3** Once the competition has started and a competitor is not present for their allotted climbing time, they shall not be allowed to compete even if they arrive later.
- 8.3.5** Competitors must use the isolation zone as the organisers have provided. The Jury Presidents decision is final on what can be brought into isolation by competitors.
- 8.5.2** The observation period shall be 8 minutes.
- 8.6.1** Competitors shall not communicate with anyone during the movement from the isolation zone to the transit zone.
- 8.6.2** Before leaving the isolation zone, each competitor must be wearing their harness and clothing that covers the full body. After arriving in the transit zone each competitor shall put on their crampons, helmet and gloves, tie on to the rope with the approved knot, and make all final preparations for their attempt on a route. The competitor's personal items left in the transit zone should be contained in a single bag/backpack.
- 8.6.5** Athletes have a 60 second time limit from the time they are facing the climbing wall to start climbing. All preparation including tying into the climbing rope, removing clothing and other preparations shall be done in this time or before. If the competitor has not started their attempt at the end of this period they shall be instructed by the judge – "Please start immediately, your climbing time starts now" - and their climbing time will be started immediately as this instruction is given.
- 8.7.6** After their attempt on a route a competitor may ask the category judge their score on the route.

Technical Lead discipline – Pre-climb changes

RULES

- 8.8.2** Criteria for measurement:
- a) For ice: it is the number of the zone marked by blue boundaries
 - b) For holds: it is the number of the hold in the sequence.
 - c) The zone or hold is valid, if at least one axe is controlled in the zone or hold, and the other axe has been removed from the previous zone or hold.
 - d) If the competitor touches the next hold or zone a "plus 0.1 point" will be added to the result.
 - e) If the competitor controls the next hold or zone, with one axe remaining in the previous hold or zone a "plus 0.2 point" will be added to the result.
 - f) In the case of a jump where both axes leave the previous zone or hold – only points c) or d) can be considered – not e).

8.10.3 Semi-Final and Final Rounds - Floating Quotas: If the fixed quotas for the semi-final and final rounds of the competition are exceeded as a result of tied places following the application of the count back procedure all competitors in the tied places will proceed to the next round.

8.11.3 The areas beyond any red coloured boundaries shall not be touched by any part of the competitor or his/her equipment and cannot be used for climbing. Touching the actual red zone boundary line is OK. The red zone boundaries should be continuous and clearly identifiable and be a minimum of 5cm in thickness.

Technical Lead discipline – Scoring update changes

9.7.5	If a competitor fails to complete the first route, they should proceed to climb the second route. The ranking will be determined according to section 9.7.6								
9.7.6	<p>Qualification Round - Ranking:</p> <p>Group A: Competitors who have successfully completed both routes: They will be ranked based on the total climbing time.</p> <p>Group B: Competitors who have completed one route but failed to complete the other route: they will be ranked after the group A - the rank in the single route is calculated based on the climbing time of the appropriate route for all competitors that completed that route. If there are competitors in the ranking that completed a single route, but different routes, then their general ranking shall be determined by merging the rankings from each route, treating competitors having equal rankings between the two routes as tied.</p> <p>Group C: Competitors who have failed to complete both routes will not be ranked and will be marked as "DNF" (Did Not Finish) in the results.</p> <p>Only competitors from Group A are considered for qualifying for the final round.</p>								
9.7.7	<p>Final round- number of competitors:</p> <p>The quota for the Final round shall be determined by reference to the number of competitors having a Valid Time from the Qualification round (but excluding any competitors who have recorded a False Start) as follow:</p> <table data-bbox="251 1196 888 1339"> <thead> <tr> <th>Competitors with a Valid Time</th> <th>Final quota</th> </tr> </thead> <tbody> <tr> <td>4 – 7</td> <td>4</td> </tr> <tr> <td>8 – 15</td> <td>8</td> </tr> <tr> <td>> 15</td> <td>16</td> </tr> </tbody> </table>	Competitors with a Valid Time	Final quota	4 – 7	4	8 – 15	8	> 15	16
Competitors with a Valid Time	Final quota								
4 – 7	4								
8 – 15	8								
> 15	16								
9.7.8	New final round diagrams								

**Technical Speed discipline
– Qualification changes**

9.7.9
Final round - Failure to complete a route:

In any stage of the final round, the following actions should be followed based on the specific cases detailed in the table below:

Race 1	Race 2	Outcome
Climber A succeeds Climber B succeeds	Climber B succeeds Climber A succeeds	Lowest total time wins
Climber A succeeds Climber B fails	No climb for Climber B Climber A succeeds	Climber A wins
Climber A fails Climber B succeeds	Climber B succeeds No climb for Climber A	Climber B wins
Climber A fails Climber B fails		Rerun
Climber A succeeds Climber B fails	No climb for Climber B Climber A fails	Rerun both races
Climber A fails Climber B succeeds	Climber B failed No climb for Climber A	Rerun both races

**Technical Speed
discipline –
Final changes**

Note - If any scenario described in the last 3 rows of the table occurs during a re-run, then the outcome will be determined by countback to the previous round of the competition.

ATTENTION – NEW RULES VIDEO EXPLANATIONS

NEW HEIGHT MEASUREMENT RULES – EXPLAINED

NEW DYNAMIC MOVEMENT SCORING RULES – EXPLAINED

NEW RED BOUNDARY RULES – EXPLAINED

NEW SPECIFIC CASE RULES – EXPLAINED



Athlete must present to the Route...

- Fully Equipped (Harness, Axes, Crampons)
- All Body Covered
 - Gloves
 - Helmet
 - Bib number
- Equipment Respects the Rules

LEAD

- ◆ Athletes have a **60s time limit** from the time they face the climbing wall to start climbing.
- ◆ **Rope tie-in done to be done before-hand.**
- ◆ If the competitor has not started his/her attempt at the end of this final observation period, they shall be **instructed to start** immediately and the time will be started.

- Start and Finish Points are marked **BLUE**;
- Time Starts when you move **one** Ice Axe from Starting Point;
- TOP is reached when **all** quickdraws are clipped in sequence (incl. the last) **and** Ice Axes are both in the Finish point (**BLUE**).

LEAD



LEAD

ATTENTION

- The competitor is allowed to have a **second** attempt during qualification round of a competition, if the first attempt was terminated, and he/she didn't clip the first quickdraw after the preclipped one
- First attempts are better qualified than 2nd attempts



LEAD



LEAD



NOT ALLOWED



LEAD



LEAD



LEAD



LEAD



Allowed

LEAD



NOT ALLOWED

LEAD



LEAD



LEAD



Allowed

LEAD

Allowed



LEAD



NOT ALLOWED

LEAD



LEAD



NOT ALLOWED

LEAD

NOT ALLOWED



LEAD



Route Observation

- Helmets are obligatory;
- No climbing;
- Touching the holds or trying the ice without leaving the ground is permitted;
- Climbers may use binoculars or draw a sketch
- 8 mins for all route observations



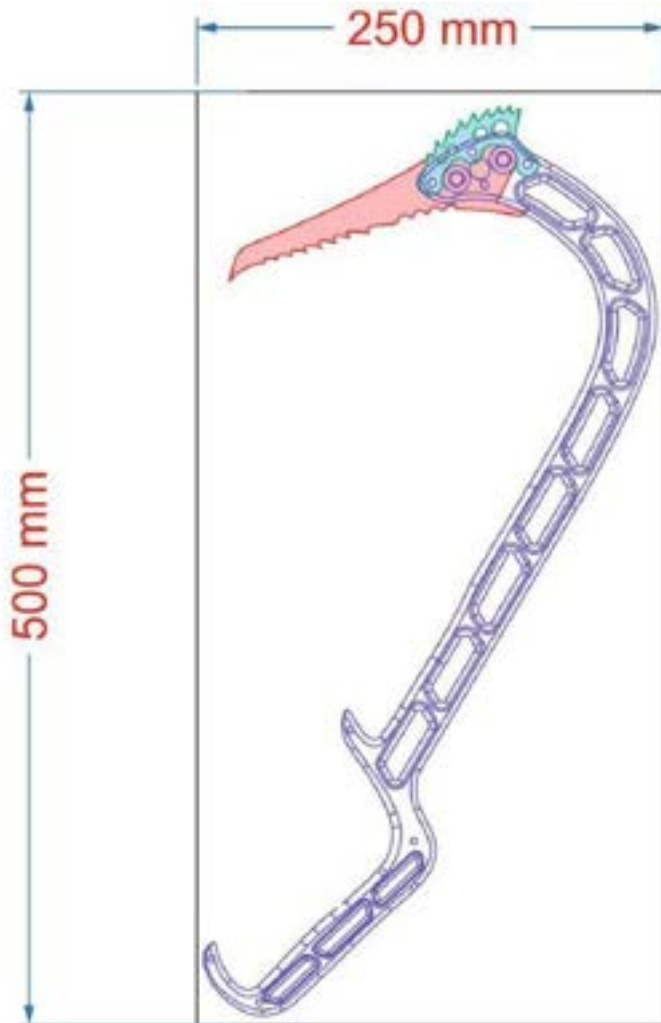
LEAD

ATTENTION

Technical Incidents: Athlete must decide immediately whether to restart or rest → Jury President will decide resting time (to benefit the athlete).

LEAD

- Any appeals must be submitted to the President of the Jury **within 10 minutes** of publication of the provisional results and must be accompanied by a deposit of 50 EUR which will be refunded if the appeal is accepted. [Appeals must be written in English using this form](#)



ATTENTION

Tool dimensions
are enforced



Note – speed axes with
protection for the hands
are allowed to be outside
the box dimensions – but
only for the protection part
– the axe itself must still fit
in the box.

GENERIC

- Only ONE False Start Allowed (~~per round~~ → per event)
- Two False Starts means “finished attempt”
- 60 Seconds Maximum climbing time (speed)

APPEALS

Technical incident – IMMEDIATELY!

Speed Duel Finals – IMMEDIATELY!

Speed Qualifications – **10 minutes** after
results have been published

SPEED