



FROM DUSK TILL DAWN

an endurance rope competition

THE BASIC IDEA for *From Dusk till Dawn* is to use the 10 hours to climb as many routes cleanly (no falls, hangs, or weighting of the rope) as you can and rack up points along the way. Partners do not have to climb the same routes and will only get points for the routes they climb individually. There is no team based score so you can climb in teams of two or even three if you'd like and it doesn't matter if one of you is a 5.7 climber and the other a 5.12+ climber.

THE PURPOSE of this event is to raise funds and awareness for the Peak Potential Adaptive Rock Climbing programs. Since 2001 Peak Potential has been providing free introductory rock climbing programs for children with physical disabilities. We now run our indoor programs 4 days a week (5 locations across North and Central NJ) and seasonal outdoor programs. Your registration fees will provide funding for these awesome opportunities.

DIVISIONS:

The divisions are based on your best redpoint level over the LAST YEAR. So for example, if in the last year you have climbed 5.10 at your local gym then you are an INTERMEDIATE level climber. Please do not register for recreational. This is supposed to be a fun community event and there is no need to sandbag your division.

We do understand that climbing grades are subjective and even more so in climbing gyms where they can vary greatly from gym to gym. Do your best to estimate your grade. If after the first hour you find that you've selected the wrong division check back in at registration and we can adjust your division. Climbing routes above your division will get you bumped up.

RECREATIONAL: have successfully sent nothing harder than 5.9+

INTERMEDIATE: have successfully sent UP TO 5.11+ / 5.11d

ADVANCED: have successfully sent 5.12- / 5.12a

ADAPTIVE: subject to registration numbers

Note: only ADVANCED division climbers will be allowed to lead climb during the competition

SAFETY:

We CANNOT stress enough how important risk management is during this event. You will be pushing yourselves to the limit both mentally and physically. Do not be foolish. Be diligent in your safety checks and vocal in your climbing commands. Take rests when you need to or even a nap and stay well hydrated and fueled up. Also, please keep an eye on your fellow competitors. We are all a single community and it is important for each of us to watch out for the well being of others.

If you are doing something we deem to be dangerous we will give you one warning. Continued dangerous behavior will result in an **IMMEDIATE DISQUALIFICATION** from the event.

LAPS & LINES:

LAPS: The gym is only so big so there are bound to be some lines. Climbers are each allowed to do up to 3 climbs per rope station even if others are waiting but only if they are done without resting. After 3 climbs please return to the back of the line or move to another rope station. If climbing in a party of 3 and each party member wants to climb on that rope please try to limit that to 2 climbs per member (for a total of 6 climbs per party)

LINES: You cannot be “in line” for a rope station while you are climbing (or belaying) at another rope station. You also cannot be in multiple lines at once. If you are climbing in a party of 3 and your partners are climbing at one station you may line up at a separate rope station. However, if other climbers queue up behind you, your partners WILL NOT be able to jump ahead of them to take laps. They will of course still be allowed to belay you.

SCORING:

SCORES: All climbs will receive points based on their Yosemite grade times 100. (ex. 5.7 is $7 \times 100 =$ a 700 point baseline) Each climb of a specific grade will be worth the same amount of points.

NJRG uses a -/+ system for grading so minus grades will receive the baseline points (ex. 5.9- = 900 pts), non -/+ grades below 5.10 will be worth +30 points (ex. 5.9 = 930 pts) and plus grades will be worth +75 points (ex. 5.9+ = 975 pts). Non -/+ grades above 5.10 will be worth +50 since they will encompass both the “b” and “c” grades (ex. 5.11 = 1150pts)

REPEATS: Climbers are allowed to make a total of **4 repeats** on a single climb over the course of the night. If you’re really enamoured by a route you are certainly welcome to climb it more than 4 times. But, you will only accrue points for the first 4 laps.

LEAD BONUS: All lead climbs will be receive a 2 grade bump in point value. So a lead 5.9 will be worth points equivalent to 5.10- (1000 pts) and a lead 5.12+ equivalent to a 5.13 (1350 pts)

PRIZES:

Most Total Points - Award for Each Division by gender

Most Routes - Award for Each Division

Bonus Raffle pools: in addition to the individual awards listed above there will be several challenges that climbers can complete throughout the night. Climbers that complete the challenges will be entered into the raffle for each challenge.

Grade Challenge (5 total raffle pools)

Climbed every 5.7 in the gym (recreational only)

Climbed every 5.8 in the gym (recreational and intermediate only)

Climbed every 5.9 in the gym

Climbed every 5.10 in the gym

Climbed every 5.11 in the gym

Note: Advanced climbers must also climb leads in above grades to qualify for raffle pool

Most Committed (1 pool)

You've kept the good energy high all night. Embodied the spirit of the event and battled through the entire night. You deserve a prize too!

(Enter this pool via nomination by your fellow competitors)

Most Well Rested...

And Finally...MANNERS MATTER

We expect you to respect your fellow climbers (for at least the 10 hours that you're here) by playing fair and showing tact. The rules are there to ensure fairness but most things are just common sense and decency. Share the routes with each other. Share beta. This is a fun community event being held to benefit a great cause.

*Special thanks to the 24HHH whose format
and materials inspired this event*