

The Stanage Challenge

This is a fun event for teams of two or more climbers, who must choose 12 routes to try and maximise their team score. If you don't know anyone to form a team with, just turn up and we will find a space in a team for you. Teams can be any size and include climbers of any age or ability but all team members should have a genuine try at each of the climbs, even if only the one climber has to be successful (eventually).

A complex scoring system awards points for certain climbs, team characteristics and for a theme which you need to decide. The scoring is designed to reward exploration of the guidebooks and love of the less well-known parts of the edge as much as climbing ability, and to avoid 'honey-potting' on classic routes and boulder problems and to be as weather and midge proof as possible by including (ascents of) descent routes as scores if necessary.

Scoring is on an honesty system on the score sheet provided. Please list the routes and the bonuses for each, giving brief descriptions and page numbers for any unnamed lines. Add a team name, add the total scores for the routes together, then add team bonuses and then describe your theme. Submit any time before 5pm. You may start at any time on the day of the event and you may climb more than 12 routes but only the 12 you list will score. Please climb safely, and have a great day.

Scoring

Any route is worth 1 point. A route is something described as such in the guidebook you choose to use for your team (remember older guidebooks score more points, but the current definitive guidebook offers the most route possibilities for points). Routes given joint bouldering grades and route grades count, pure boulder problems do not count; described descent routes count; any unnamed but described lines (that are not just boulder problems) in the main text or feature sections of the guide count. The climbs can be led (with at least two runner placements per route to count) or top roped, but there are fewer points for solos or roped solos. Routes must be ascended for points (except traverses which count either way); descending routes does not score. The grades in the rules are those used in the current (2007 edition) BMC Stanage guide (M, D, HD, VD, HVD, S, HS, VS, HVS, E1, E2...).

Bonus points per climb:

- +1 if the whole team succeeds on the route.
- +1 if the route is led or top roped.
- +1 if climbed onsight, ground-up (the leader's first ascent of the route and eventually climbed cleanly on lead from start to finish; beta is allowed).
- +1 for every climb that is 20m or more with an extra bonus point for every 10m over and above this.
- +1 if the climb is within 3 grades of the best lead grade the climber has climbed this year (eg a S would count if the best lead grade of the climber this year was HVS)
- +1 extra (2 total) if the lead equals or betters the best lead grade the lead climber has climbed this year before the competition (find that recovering star!).
- +1 if the leader is 60 or over.
- +1 if any S or HS is led; +2 if any VS or HVS is led; +3 if any Extreme is led.
- +1 if it contains a climbing traverse section (short side-steps don't count, ledge walks don't count).
- +1 if there is any through route (cave section, under a chockstone etc).
- +1 if given one star in the current BMC definitive guide.
- +2 if given no stars in the current BMC definitive guide (current only, to stop those trying to sneak in unstarred classics from old guides); unnamed and ungraded routes count, including descents.
- +10 for any hidden bonus climbs (there will be quite a few of these but they won't be revealed until after the submission).

Bonus points for team:

- +1 for every year anyone in the team is above 50 (eg +22 for a 72 year old team member).
- +1 for every year anyone in the team is below 16 (eg +6 for a ten year old). Remember young climbers must be climbing with parental permission and supervised 'in loco-parentis'.
- +5 for every team member above two team members.
- +20 for any team members who are visiting climbers from outside the UK.
- +30 for teams climbing in costume.

Bonus points for guidebook choice:

- +3 for using a guidebook with a publication date for every decade before 2014, to allow for grade creep and encourage possible historical themes (eg the 1951 guide is more than six decades back so worth an extra 18 points for the team...and no cheating... you have to use that guide and the grades in that guide, although photocopied pages to protect rare books are allowed).

Bonus points for roaming:

- +10 for climbing at least one route from 6 of the 12 'Table of Contents' sections of the current definitive guide. The sections are:
 - "Left-Hand End" including routes to Crow Chin;
 - "High Neb Area" from right of Crow Chin to High Neb;
 - "Secret Stange" from Titanic Buttress to the Causeway;
 - "Counts Area" from Count's Buttress to Mother's Day Buttress;
 - "Goliath Area" from Outlook Buttress to The Pinnacle;
 - "Plantation Bouldering" (there are a few named routes there so good luck!);
 - "The Unconquerables" from Pegasus Wall to Twin Towers;
 - "BAWs' Area" from Pal Buttress to Heaven Crack;
 - "Mississippi Area" from Mississippi Buttress to Desperation Buttress;
 - "Christmas Crack Area" from Boot Buttress to Flying Buttress;
 - "Black Hawk" from Tippler Buttress to Finale Buttress;
- and "Apparent North" from The Henge rightwards.
- +5 (in addition to the 10 points above) for every additional section in which you complete a climb.
- +10 extra bonus points (45 total) if you manage at least one route from 11 sections.
- +20 extra bonus (60 total) if you manage routes from all 12.

Bonus points for extreme conditions:

- +30 if it rains significantly (judges will announce if this applies) and the team completes the 12 climbs.
- +30 if it is annoyingly midgy (judges will announce if this applies) and the team completes the 12 climbs.

Bonus points for team theme:

- +60 is awarded to the team who choose the best theme for their climbs, in the view of the judges, with a combination of humour, history, coherence and originality of the theme. The theme can relate to route names, first ascensionists, the style in which routes are climbed or anything else you can confuse the judges into accepting. The runners-up gets +45; any themes impressive in any way get +30; any OK themes (some visible effort made) +20. Judges decisions are final.