



CRUX MASTER 2026: UNITED

Official Rules & Regulations

1. EVENT OVERVIEW

- CRUX Master 2026: United is a two-day bouldering competition held on 22–23 May 2026 at Boulder Zone.
- The event is designed to balance competitive integrity with community participation, offering a structured pathway for both advanced climbers and those newer to the sport.
- Participants may compete across one or both days; however, only one full day of participation is required for ranking purposes. All attempts are to be recorded via Griptonite, which serves as the official scoring and tracking platform.
- The organisers reserve the right to verify all logged attempts using supporting systems including CCTV footage, judge records, and on-ground observations.

2. CATEGORIES

- The competition consists of three categories: Open, Intermediate, and Just For Fun.
 - The Open Category is designed for advanced climbers and consists of both a qualification round and a finals round.
 - The Intermediate Category is a performance-based format without finals, intended for climbers developing their skills and consistency.
 - Just For Fun Category is structured as a participation-based format, prioritising engagement and enjoyment over strict competition.
- Climbers may initially select their preferred category. However, Boulder Zone reserves the right to reassign climbers to a higher category where necessary to maintain fairness. This includes climbers who have previously competed in





Open categories within the UAE or GCC, as well as finalists from prior Novice or Intermediate competitions.

3. ELIGIBILITY

- Eligibility requirements are set to ensure safety and fairness across all categories.
- Climbers aged 12 and above may participate in both the Open and Intermediate categories.
- Climbers aged 12 and below may participate in the Just For Fun category. All participants between the ages of 8 and 16 must have parental or guardian consent prior to competing.

4. OPEN CATEGORY – QUALIFICATION

- During the qualification round, climbers in the Open category are required to attempt a **total of 30 boulders that will be tagged clearly**. Performance across these boulders determines ranking and progression into finals.
- Scoring is based on the dynamic points system. Every boulder is **worth 100 points** and will be **divided by the number of people who completed that boulder successfully**.
- Open climbers are required to log all their attempts, even unsuccessful attempts.
- The top five-ranked climbers will advance to the Finals.
- In the event of a tie, ranking will be determined by:
 - a) Total attempts to achieve Tops
 - b) Number of flashes
 - c) Timestamp of final counted ascent. Timestamp refers to the time at which the climber completes their final counted Top.





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5. INTERMEDIATE CATEGORY QUALIFICATION

- Intermediate climbers are expected to attempt all 30 boulders available during the competition. Unlike the Open category, there is no restriction on which boulders count toward their score.
- Intermediate climbers are required to log all their attempts, even unsuccessful attempts.
- Scoring is based on the dynamic points system. Every boulder is **worth 100 points** and will be **divided by the number of people who completed that boulder successfully**.
- In the event of a tie, the total number of attempts taken to achieve those Tops is considered.
- Further tiebreakers include the number of flashes and the timestamp of the final successful ascent.
- This structure ensures that every attempt contributes meaningfully to the final ranking, discouraging excessive repetition while rewarding efficiency and consistency.

6. INTERMEDIATE & OPEN CATEGORY – FINALS

- The finals round consists of three boulders and follows a continuous rotation format. Each climber is allocated **four minutes per boulder**, with a **mandatory 20-second transition interval between rotations**. Climbers will start in ascending order based on qualification ranking, beginning with the fifth-ranked climber and ending with the first.
- Climbers are isolated from view prior to their attempts to ensure fairness. The rotation ensures that each climber receives a minimum of four minutes of rest between attempts, regardless of whether they complete a problem early.

Time keeping

- Start Signal: Indicates the beginning of the 4-minute climbing period





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- 1-Minute Warning Signal: Indicates that 1-minute remains
- End Signal: Indicates the end of the climbing period
- Transition Signal (implicit): The 20-second interval before the next climber begins
- ***Any attempt in progress at the end signal is immediately terminated and will not be counted.***

7. INTERMEDIATE & OPEN CATEGORY – FINALS SCORING

- Finals scoring follows the system established by the International Federation of Sport Climbing (IFSC) / World Climbing. Each boulder awards up to 25 points for a Top and 10 points for a Zone. Each failed attempt prior to achieving a Zone or Top results in a deduction of 0.1 points.
- The Zone score is calculated as 10 minus 0.1 multiplied by the number of failed attempts before reaching the Zone.
- Similarly, the Top score is calculated as 25 minus 0.1 multiplied by the number of failed attempts before achieving the Top.
- The total score for each boulder is the sum of the Zone and Top scores.
- If climbers are tied on total points, we will follow the following metrics to decide the winner:
 - a) Higher total Top points
 - b) Higher total Zone points
 - c) Fewer attempts to Top
 - d) Count back to qualification ranking

Worked examples

- Example 1: Climbs to Top on first attempt (flash)

Score:

- Zone: 10.0





- Top: 25.0

Total = 35.0 points

- Example 2: Climbs to Top on second attempt, did not make zone in the first try.

Score:

- Zone: 9.9 (10-0.1)

- Top: 24.9 (25-0.1)

Total = 34.8 points

- Example 3: Zone on second attempt, top on fifth attempt

Score:

- Zone: 9.9 (10-0.1)

- Top: 24.6 (25 - 0.4)

Total = 34.5 points

- Example 4: Zone on first attempt, failed to top with 10 attempts

Score:

- Zone: 10

- Top: 0

Total = 10

- Example 5: Zone on third attempt, failed to top with 20 attempts

Score:

- Zone: 9.8 (10-0.2)

- Top: 0

Total = 9.8





8. JUST FOR FUN QUALIFICATION

- Just For Fun climbers will have 16 Novice level climbs and can attempt all other boulders available during the competition. Unlike the Open category, there is no restriction on which boulders count toward their score.
- The Just For Fun category is designed as a participation-first format, providing an accessible and enjoyable entry point for climbers of all levels.
- Participants will have access beta videos available on Griptonite for all 16 boulders to support learning and progression throughout the event.
- There is no attempt limit for this category. Climbers are encouraged to explore, improve, and complete as many boulders as possible during the competition period.

Completion-Based Reward Structure

- The Just For Fun category does not follow a competitive ranking system. Instead, participants are rewarded based on the number of boulders successfully completed.
- All participants are required to log their climbs on Griptonite, including:
- Successful completions (Tops)
 - Attempts made on each boulder
 - Reward tiers are structured as follows:
 - 4 Boulders Completed = Tier 1 Reward
 - 8 Boulders Completed = Tier 2 Reward
 - 12 Boulders Completed = Tier 3 Reward
 - 16 Boulders Completed (Full Completion) = Top Tier Reward



9. ATTEMPTS AND LOGGING

- An attempt is defined as any instance where a climber leaves the ground with the intention of starting a boulder.
- Failure to log attempts accurately may result in disqualification or score adjustment.
- Failure to establish a valid starting position still constitutes an attempt.
- All attempts must be recorded in Griptonite. Any attempt that is not logged will not be counted. The organisers reserve the right to audit attempt logs and adjust results if discrepancies are identified. CCTV footage and judge records may be used as supporting evidence.

10. TECHNICAL DEFINITIONS

- A valid start requires the climber to establish a controlled four-point position using the designated start holds.
- False starts, including failure to stabilise or use of non-designated holds, will count as attempts.
- A Zone is awarded only when the climber uses the zone hold to establish or change body position. Mere contact with the hold is insufficient. *[Only applicable for Open Finals]*
- A Top is awarded when the climber demonstrates controlled use of the final hold with both hands for approximately three seconds, as confirmed by a judge. *[Only applicable for Open Finals]*

11. DISCIPLINE AND CONDUCT

- All competitors and their representatives are expected to uphold the spirit of fair play and sportsmanship.
- **Climbers should limit to 2 consecutive attempts when others are waiting.**
- Failure to comply with rules or instructions may result in warnings or disqualification.



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- The Chief Route Judge holds final authority over all decisions.
- All judge decisions on Tops, Zones, and attempts are final.
- Disqualification may occur in cases of serious misconduct, including interference with other climbers, abusive behaviour, or failure to comply with competition rules.
- If the available evidence is inconclusive or the Chief Route Judge is unable to reach a verdict, then the Appeal shall be “Undetermined”, in which case the original decision of the route judge will stand, and the Appeal Fee will be returned.

12. TECHNICAL INCIDENTS AND APPEALS

- Technical incidents include any event that creates an unfair advantage or disadvantage not caused by the climber, such as spinning holds or external interference.
 - a. The Chief Route Judge, in consultation with the Chief Route-Setter (if necessary), shall provide a declaration of whether or not a Technical Incident has occurred.
 - b. In the event of a Technical Incident, the round will be suspended until it is resolved. Competitors who have begun their attempts will be allowed to complete their attempts.
- If any holds or volumes spin or shift during an attempt, the climber must immediately end that attempt if they wish to strike that specific attempt from their scorecard. If the climber elects to continue the attempt, the attempt is valid and will be recorded. The climber must alert the route judge of the loose hold after the attempt is over, regardless of the validity of the attempt.
- Judges may suspend the round or allow reattempts where necessary.





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APPEALS

- Appeals must be submitted within 5 minutes of:
 - a. Completion of the climber's round (Finals), or
 - b. Publication of results (Qualification)
- The Chief Route Judge shall review all Appeals after the entire round has finished their climbs, having regards to video evidence submitted from the official recording devices.
- All Appeals must be accompanied by a Appeal Fee of 100 AED.
- All Appeals must be presented to the Chief Route Judge.
- All Appeals, and all responses to Appeals, must be made in the English language.
- All Appeals will have **3 possible outcomes**:
 - a. Valid Appeal; an appeal is considered Valid where there is clear evidence that:
 - A judging error occurred, e.g. Top or Zone incorrectly awarded or denied
 - An attempt was incorrectly counted or omitted
 - A technical incident materially affected the climber e.g. spinning hold, interference, timing error
 - A procedural error impacted fairness e.g. incorrect start timing, rotation disruption
 - Outcome:
 - The result will be corrected, or
 - A reattempt may be granted, or
 - The round may be adjusted or replayed where necessary
 - The Appeal Fee will be returned.
 - b. Invalid Appeal; An appeal is considered Invalid if it:
 - Is submitted after the 5-minute window
 - Lacks sufficient detail or evidence
 - Concerns a judgment call made correctly under the rules





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- Relates to personal performance rather than rule application, e.g. “I felt I controlled the hold” without objective support
 - Attempts to challenge the Route setting, Difficulty level, Physical ability or fatigue
 - Outcome:
 - The appeal is rejected
 - The original decision stands
 - **Appeal Fee will not be returned**
- c. Inconclusive; an appeal is considered Inconclusive where:
- Available evidence is insufficient or conflicting
 - Video or judge views are obstructed or unclear
 - No definitive determination can be made with confidence
 - Outcome:
 - The original decision of the Route Judge stands
 - No changes are made to the result
 - Appeal Fee will be returned.
- All appeals are reviewed by the Chief Route Judge, whose decision is final.

13. RIGHTS OF THE ORGANISERS

- The Organisers reserves the right to decide who shall participate in the competition, or to disqualify any competitor at any time and to amend these Rules and Regulations as they deem necessary without notice.
- Any other matters not provided for in these Rules and Regulations shall be decided by the Organisers at their own discretion.

