



# THE RULES

24 Hours of Horseshoe Hell

**THE PREMISE** for 24 Hours of Horseshoe Hell is to lead routes clean (with no falls or hangs) for points for 24 hours (or 12 hours for 12hr event). Team members do not have to climb the same routes, but will only get points for lines that they climb. Individual scores will be tallied as a team total. This way a 5.9 climber can match with a 5.12 climber and make a team. Got it? Good. Let's get started.

**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.



## CARABINERS

At the start of the 12 hour competition, two oval carabiners will be hanging on the first bolt of **MOST** of the routes on the ranch. The first party to ascend that route will take those 'biners with them to the top and clip them to the anchors to lower off. **Those 'biners will stay in place for the entire event.** The last party on each route Saturday morning will bring the 'biners down with them to turn back in with their scorecard at the pro shop. If you plan on climbing a large amount of traditional lines please bring your own 'biners to use.



## 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) 24 hours by playing fair and showing tact and grace. Share beta. Share draws. 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.

## DIVISIONS

Teams consist of two climbers. There are no "Solo" climbers, or solo awards or solo anything. Unbalanced ability teams are allowed (Intermediate and Advanced, etc.) but are certainly not mandatory. Each team is allowed to have a scorekeeper to help fill out scorecards -or app on phone - correctly and legibly, but any further "support" is not allowed. Team members will belay each other, no random outside help with belaying. Teams will need to come up with a unique name. If not, the default team name will be both members' last names.

**Divisions** are based on your best redpoint level. For example, if you have ever redpointed a 5.11a then you are an Advanced Division climber. **Do not register Intermediate.** You are allowed to climb routes rated below your division category. However, you will not be allowed to climb any routes above your entered division. That means an Intermediate climber cannot climb a 5.11a; an Advanced climber cannot climb a 5.12c but CAN climb a 5.10 for points, and so on. Elite climbers can climb any route they choose. The Divisions are based on your best redpoint.

- **Recreational** have successfully sent nothing harder than 5.9 (12 hour event only)
- **Intermediate** have successfully sent **5.10d** but not harder
- **Advanced** have successfully sent **5.12a** but not harder
- **Elite** have successfully sent equal to or harder than **5.12b**

*NOTE AGAIN: there is no recreational category in the 24 hour event.*

## LOGISTICS

To receive points, climbers **MUST LEAD** every route. **Free-soloing is not allowed.** Both teammates do not need to climb the same routes, but if so, leaving draws up for the second member to climb is okay. **Top-roping your teammates lead does not count for points.** Points are given for clean lead ascents only.

**LEAD** A successful "lead" is starting at the bottom, with no top rope above, clipping gear along the way, and arriving at the anchors with no FALLS, no HANGS, and no PULLING ON GEAR. If you fall OR hang, **lower down to the ground and climb back up to your high point** in "yo-yo" style, then continue on to the anchors. Belayers- DO NOT take the weight of your leader and allow them to continue to the top.

**ANCHORS** Climbers must clip both anchor 'biners at the top of the route to lower.

**Stickclip** Stick-clipping up to the second bolt is allowed, but nothing above.

**BOLT SKIPPING** Anyone observed endangering themselves or others by climbing like an idiot will be disqualified. Please read that last line again. Simply put - climb in a way that respects others and protect yourself from the unknown: broken holds, protection failure, or purposefully reckless ground-fall potential run-outs. **CLIP AT LEAST** one of the two first bolts, then clip enough pro on the route to avoid the potential of ground-fall. The greatest records in hell history have followed this rule, so NO you do not "need" to climb dangerously to achieve your goals.

## CHECK INS

**THE START** The 24-hour event starts at 10 am on Friday and ends at 10 am on Saturday. There will be a **mandatory** climber meeting Friday at **9 am** to go over rules, ask questions, and take team roll call. If **EITHER ONE OF YOUR TEAM** is absent you are disqualified. ALL climbers are required to be at the starting line.

**during:** Teams are required to report to one of four main check-in stations at 10 pm on Friday night and 4 am on Saturday morning. From 9:30-10:30 pm, climbers will **turn in** their first scorecard, unless they are using scoring app on smartphone. They will then use their 2nd scorecard. The 4 am check-in is a Mandatory Look-in-Your-Eyeballs Check-in and is open from **3:30 - 4:30 am**.

**the finish** At **9:45 am** on Saturday morning the shotgun will sound. You have until **10:15** to turn in your scorecard to the registration table **at the Trading Post**. 15 minutes late: Your best route will be deducted. 30 minutes late: Your top two routes removed 30+ min. late: disqualification

**The 12 Hour** The 12 hour event starts at 7:30 am on Thursday morning and ends 12 hours later. Climbing is limited to certain areas of The Ranch (The North Forty, Doomsday, Titanic, Arcade, Street Fighter and Ren & Stimpy). Competitors will turn in their scorecards at the **camp pavilion at 8 pm**. At 8:15 pm your scorecard is late and points will begin to be deducted from your score.

## SCORING

**SCORECARDS** Write legibly or your scoring may be incorrect. **X** out the box next to your ascent and if climbing trad, pay attention to the difference between PP and RP (See Trad Section)

**Extra Points 24 hr. only** For TEAMS that fulfill at least one route for each hour of the 24 hours, an extra 790 points per person will be added on for a team total of 1580. **Both climbers have to fulfill the obligation, or no points are given.**

**EAST SIDE** Climbing at least one route on the east side of the canyon will add a 300 point bonus.

**HEIGHT Bonus** Any route that is 60 ft or over will receive one grade bump in point total. For example, a 5.10a route that is 60ft or higher will be worth 5.10b points.

## LINES & LAPS

The North Forty late at night can be a busy place, and oftentimes there are lines of people waiting for routes. New routes are constantly being added to the ranch, which slowly thins this issue out. However it still needs to be addressed. The summation here is BE POLITE.

**LAPS** You are allowed to do **two laps** on a route, even if there are others waiting, but only if you do them without resting in between. If you and your partner do a lap and decide to take a quick break before you start the second, then the next team waiting is allowed to jump in. If you are waiting, be tied in with your shoes on and ready to go.

**LINES** You are not technically in line for a route if you are currently climbing a different route. In other words, you cannot "reserve" routes in advance. Every second counts in 24HHH, so be considerate of others goals. Be efficient for yourselves but also for others who are waiting.

## TRAD

Some teams may do minimal trad lines for their 24 hours, while others may do strictly trad lines. The rules apply to either approach. Let's be honest, trad climbing is extra effort and more dangerous than sport climbing. **Our rules are simple: climb responsibly.** This is a community event not your personal day of soloing with a rope at the crag. Don't climb recklessly above others, and place enough protection to avoid ground-fall. Many of the moderate trad routes at the North Forty only allow for 2-5 pieces to protect, but if they are skipped it suddenly puts the climber at danger to themselves **and others.**

**POINTS** Extra points are given for traditionally protected lines. The scoring system rounds up one grade for trad routes. Example: A 5.10a traditional climb will be worth the equivalent of a 5.10b sport line. Or a 5.8 traditional climb will be worth the equivalent of a 5.9 sport line. Then there is further delineation for Redpoint and Pinkpoint (see below)

**Redpoint pinkpoint:** Indicated on your score card/app is "PP" and "RP" for trad routes. Like with sport routes, participants can only climb any route **TWICE** for points. With Trad however, you can climb it with pre-placed gear (PP/Pinkpoint) or by placing your gear on lead (RP/Redpoint). This awards certain points because one takes more effort than the other. If you are climbing a route, cleaning your partner's pre-placed gear, and putting it back in the same spot then **you do not receive RP points.**

## FINAL WORDS ON SAFETY

We cannot stress enough that risk reduction is of utmost importance at 24HHH. Don't be stupid. Take a rest if you need one. Use your headlamps or a lantern at night. Watch out for the safety of others.

Stay hydrated and fueled. Double, triple, and quadruple check each other's knots, belays, systems. **MAKE IT A HABIT ON EVERY ROUTE.** Fatigue and dementia will be your biggest cruxes. If you are falling asleep at the belay, take a rest. Death or injury due to sleep deprivation is NOT WORTH IT! DO NOT continue climbing if you find yourself at an anchor with no idea how you got there.

**If one team member is injured,** or refuses to continue, individuals are allowed to roam and catch belays at their own risk to maintain their individual score. Please consult with event coordinators if you choose to do this, and **do not ask a volunteer for a belay.**

## PRE REGISTRATION



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12 **AND** 24 hour climbers have the opportunity to earn early registration for next year's event. Any team of climbers in the 24 hour event who attain a combination of:

**130 routes**, or

**12,000 points**, or

**60 trad routes** will be eligible for early registration the following year.

At least one has to be done by BOTH teammates or NEITHER are eligible for early registration. In addition, any 12 hour **TEAM** who accomplishes 75 **or more routes by EACH member** become eligible for early registration for the 24 hour event the next year.

ALSO NEWLY INTRODUCED FOR 2023:

The Full horseshoe

- Complete at least 1 lap in each major crag of the horseshoe shape
- Complete at least 1 lap of each the first and last routes in the horseshoe: Hickadelic Jazzgrass and Orange Crush (A 50M ROPE IS REQUIRED FOR THESE CLIMBS!)
- Climb at least **80 total laps**
- Areas in the center of the horseshoe shape are excluded (The Park and Carrion Cube), as well as the Goat Caves

### Your **REWARDS?**

- Climbers can earn early registration for 2024 if both partners complete the Full Horseshoe
- Climbers can complete the Full Horseshoe as an individual. However, your partner must meet ONE of the other requirements for EITHER OF YOU to earn early registration (12,000 points, 60 trad, 130 laps.) To clarify: you must BOTH meet one of the 4 requirements for early registration, but it does not have to be the same requirement
- Teams may earn A GOLDEN HORSESHOE by both teammates completing all 4 early registration requirements (Full Horseshoe, 12,000 points, 60 trad, 130 laps)
- The Golden Horseshoe earns you guaranteed early registration for the next 5 years! WHAT!?

### **WHAT CRAGS DO YOU HAVE TO HIT?**

See the following map. Of COURSE it's 24 crags!



# THE FULL HORSESHOE

-  FOOTPATH/HORSETRAIL
-  DIRT ROAD
-  PARKING
-  WATER
-  TRADING POST / LODGE
-  THE PAVILION
-  EAST VIA FERRATA
-  WEST VIA FERRATA+ZIPLINE
-  CABINS
-  CAMPING



