



## Boulder League -beta

- **4 weeks of fun**, friendly competition to build community and enhance climbing skills
- **6 - 8pm** Tuesdays or Thursday (please let us know your preference, we'll go with majority vote) **starting October 6th**
- **\$20** (day pass not included; may use punch card or membership)
- **Party** following the last session; top team, male, female, and over 40 climbers will each be awarded a prize! **Beer and pizza on us!**
- Need at least 8 people signed up in order to have two teams (if fewer than 8 people sign up, those who paid will be given a refund)
- Participants sign up as free agents; we'll form the teams prior to the first meet
- Scoring based on a **handicap system to give everyone a chance to win**. Choose a division that challenges you at its mid-range. Points are awarded for each problem based on this chart:

<b>D1</b>	V0	<b>V1</b>	V2
<b>D2</b>	V1	<b>V2</b>	V3
<b>D3</b>	V2	<b>V3</b>	V4
<b>D4</b>	V3	<b>V4</b>	V5
<b>D5</b>	V4	<b>V5</b>	V6
<b>Points</b>	<b>10</b>	<b>15</b>	<b>20</b>

- Your total score is the sum of your 3 best sessions. Your session score is the sum of your top 3 climbs of that session.
- Bona fide improvements in category will earn you a one-time extra 20 points. Climbing any problem below your division earns you no points. Don't sandbag; sandbagging is lame...
- To keep it interesting until the end, we might have a session when (all or specific) climbs are worth 1.5x or 2x.