

SPRING FLING ACCUMULATOR

GUIDE TO SCORING AND FORMAT

OVERVIEW

Welcome to the Bouldering League! This guide explains exactly how the scoring works, what to expect each round, and how the season standings are decided.

This is a points-based format where every move counts. You don't have to top every problem to score well – reaching higher holds and doing it efficiently is what separates the standings. And with a gentle attempts penalty, persistence is still rewarded even if it takes a few extra goes.

THE FORMAT

		Max Points
Round 1	25 problems across 1 week	625 pts
Round 2	25 problems across 1 week	625 pts
Round 3	25 problems across 1 week	625 pts
Season Total	Best scores from all 3 rounds	1,875 pts

Each round runs across 1 week, Thursday to Thursday. You can come in on any of those days, attempt the problems at your own pace, and record your scores on the paper scoresheet. Hand your completed sheet to a member of staff at the end of your session.

HOW THE SCORING WORKS

Each problem has 5 marked holds, each worth a set number of points:

5	10	15	20	25 — TOP
5 pts	10 pts	15 pts	20 pts	25 pts

You score the value of the highest hold you reach and control on each problem. If you don't reach the first hold, you score 0 for that problem.

If you climb to '10' and past it, but you don't make it to '15', you would get 10 points.

THE ATTEMPTS PENALTY

To keep scores distinct, every attempt beyond the first costs a small amount — just 0.25 points. This means persistence is still rewarded, but climbing efficiently always scores higher.

Score Formula:

$$(\text{Hold Value}) - ((\text{Attempts} - 1) \times 0.25)$$

Example: Reaching '20' (20 pts) in 3 attempts = $20 - ((3-1) \times 0.25) = 20 - 0.50 = 19.50$ pts

Example: Topping (25 pts) in 9 attempts = $25 - ((9-1) \times 0.25) = 25 - 2.00 = 23.00$ pts

The minimum score for any problem is 0. There is no maximum number of attempts, but the penalty accumulates with each one.

WORKED EXAMPLE

Here's what a round scoresheet might look like for one climber across 5 problems:

Problem	Hold Reached	Attempts	Penalty	Score
1	25 (TOP)	1	0	25.00
2	15	2	-0.25	14.75
3	20	5	-1.00	19.00
4	10	1	0	10.00

5	25 (TOP)	9	-2.00	23.00
Round Total				91.75

Notice that problem 5 — topped on the 9th attempt — still scores a healthy 23 pts. The penalty is gentle enough to reward persistence while still recognising the climber who topped it cleanly on their first go (25 pts).

YOUR SCORESHEET

You can purchase a printed scoresheet at the start of each round. Here's how to fill it in:

1. Attempt the problems in any order you like.
2. For each problem, record the highest hold you reached with control (0–25).
3. Use the tally box to count your attempts as you go.
4. Hand your completed sheet to a member of staff before you leave.

LEAGUE STANDINGS

Scores from each round are added to the season total. Standings are updated after each round closes and displayed in the gym and online.

- **Season Total:** Your season total is the sum of your Round 1, 2, and 3 scores.
- **Max Score:** The maximum season score is 1,875 points (25 problems × 25 pts, all flashed, across 3 rounds).
- **Rankings:** Standings are ranked by season total. Because scores are recorded to two decimal places, ties are very rare.

TIPS & STRATEGY

- Climbing clean still pays. A flash (1 attempt) always scores the maximum for that hold — the penalty only ever takes points away, never adds them.
- Don't give up on a problem. With only 0.25 pts per extra attempt, grinding through a tough problem is almost always worth it.

- Don't skip easier problems. A solid '15' in one attempt (15 pts) is still on the board — zeros hurt more than imperfect scores.
- Use all the time! Coming back fresh often means fewer attempts and a better score than grinding in one session.
- Problems can be attempted in any order. Pick your battles and pace yourself across the round.

QUESTIONS?

Ask any member of staff — we're happy to walk you through the scoring before you start. Good luck!