Slabfest Rules 2026

Pricing

1. Advanced online booking will be £20. (t-shirt ticket option will be an additional £16)
2. Price on the day will also be £20 (space not guaranteed).
3. Entry Price includes entry to the competition and access to stalls and fun events.

Categories

1. Slabfest is a gender inclusive competition with a singular Open category for all competitors. Competitors will be split into 3 age categories (age as of 5th December 2026).
   a. Juniors - open to participants aged 16 or under.
   b. Seniors - All ages can enter the Senior category and should do so to be eligible to qualify for the Finals.
   c. Veterans - open to participants aged 46 and above.
2. The comp will be open to all, no restrictions on sponsored or GB athletes. To be eligible for The Final, competitors must have entered the Senior Category.
3. A junior or vet competitor may choose to compete in the senior category, but they must decide to do so before they enter the Qualifying round. Competitors will not be able to switch categories once they have entered.

All rounds

1. A technical incident is defined as a broken or loose hold, or any other occurrence that results in a disadvantage or unfair advantage to a competitor, which is not the result of an action on the part of the competitor. The problem must be repaired, and the competitor allowed another attempt on the problem.

Qualifying Round

1. There will be 1 qualifying round separated into 2 time slots; Slot A will be held between 09:00 and 12:00, Slot B will be held between 12:30 and 15:30
2. Each slot will have up to 120 competitors.
3. These will be open format and each competitor has 3 hours to compete.
4. All competitors will compete on the same number of problems.
5. There is no isolation for these rounds. Competitors may watch and communicate with other.
6. There will be two types of problems at Slabfest, ‘Standard’ problems and ‘No Hands’ problems
7. Standard problems have a designated starting position of two fixed positions for both hands. There will not be designated starting positions for feet for these problems. Competitors must have both feet off the floor and be in control before a start can be made. Standard problems will be completed as

a normal boulder problem, using hands and feet and matching the top holds with your hands in control. Starting holds must be clearly marked.

8. No Hands boulders will have two fixed positions for your feet for both starting and finishing the problem. When attempting a No Hands problem, your hands must only be used for balance and can not assist in your momentum / upward progress from any direct contact with any of the climbing surface. You may not touch any climbing hold with your hands at any time. You may not 'grab' any part of the climbing surface. You may touch the wall and volumes for balance only by 'smearing' your hands on the wall / volume. Competitors must have both feet off the floor and be in control before a start can be made. You must finish the problem by standing in control with one foot on each marked finishing hold, this may include matching both feet on one hold marked with both finishing tags.
9. No Hands problems will be clearly marked as such. Standard problems will not have any special markings other than the Slabfest problem tags.
10. A problem may be set as both a Standard and a No Hands problem. The problem will then have two separate numbers and you will score separately for completing it as a Standard problem, and as a No Hands problem.
11. An attempt will be counted as soon as both feet have left the matting. Pulling on and failing to establish on the problem will therefore count as an attempt.
12. Competitors will have a maximum of 4 attempts for each problem.
13. Competitors log their own score using Griptonite. Any cheating will be dealt with by immediate disqualification from the competition.
14. A successful first attempt is worth 10 points, a successful second attempt is worth 7 points, a successful third attempt is worth 4 points. Any successful attempt after 3 tries is worth 1 point.
15. Scores via Griptonite must be submitted by the end of the qualifier; 12:00 for slot A, 15:30 for slot B. If you do not submit in time, you risk forfeiting your score.
16. After the qualifying rounds the competitors shall be ranked according to the total number of points scored.
17. In the event of a tie, the competitor with fewer total attempts on their completed boulders will qualify ahead of the other.
18. The junior and Veteran categories will podium based off their qualifier score.

Finals

1. The Finals will start at 17:00 and finalists should report to the isolation zone by this time.
2. The 10 top scoring competitors for the Senior qualifiers will proceed to the Finals.
3. The Finals will be run in an Olympic format.

4. Each problem has a pre-designated starting position, consisting of two fixed positions for both hands and optionally two fixed positions for both feet. Starting holds must be clearly marked.
5. The finishing hold must be clearly marked.
6. The final will consist of 4 boulder problems.
7. The finals will be judged by LCC North Staff members and volunteers .
8. Brushes may be used by competitors to clean holds that may be reached from the ground. Other holds may be cleaned by competitors as long as there is no tactile inspection of the holds.