



19th INTERNATIONAL CONGRESS OF SPELEOLOGY

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GAME RULES - SPELEOLYMPICS

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GAME RULES - SPELEOLYMPICS
19th INTERNATIONAL CONGRESS OF SPELEOLOGY
BELO HORIZONTE - BRAZIL

CAVE RESCUE SECTION OF THE
BRAZILIAN SPELEOLOGICAL SOCIETY
SER/SBE



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GENERAL RULES - SPELEOLYMPICS 19th ICS

REGISTRATION

- To participate in any SpeleOlympics activity, registration must be completed **directly at the event location and date**.
- Registration is exclusively available for participants enrolled in the FULL and PARTIAL categories and is free of charge.
- Upon arrival, participants must complete the Registration Form, which includes basic personal information and the following terms:
 - Risk awareness
 - Image usage consent
 - Physical fitness declaration
- All participants will be insured on the days they compete, provided they complete the required insurance form, which will be available via QR Code. Ensuring accurate data entry is the participant's responsibility to validate personal insurance coverage.
- Participants will receive an estimated time slot for their registered game.
- For Game 2 and Game 6, participants must arrive at the designated location at least 30 minutes before their scheduled time.
- For all other games, participants must arrive at least 15 minutes in advance.
- After check-in, participants must remain in the designated competition area and are not allowed to leave.
- Each participant is allowed up to three attempts per game and must rejoin the queue to participate again. In mixed teams, partners cannot be changed after the first attempt.
- If disqualified, the participant may attempt again following the previous rule, except in cases of disqualification due to aggression toward judges, other competitors, or event organizers, in which case further participation will not be permitted.
- Specific instructions will be provided before the start of each activity.

PREREQUISITES

Participants must comply with the following safety rules and meet the requirements specified in the regulations for **each game** (detailed individually later):

- **Minimum age requirement** as per each game's rules:
 - Participants under 16 years old must have a **legal guardian present** at the time of participation and provide written authorization.
 - Participants aged 16 to 18 years only need **written authorization from a legal guardian**.
- **Appropriate clothing** for activities is required. Some games allow participation without footwear—refer to specific **game rules for details**.
- Participants will be allowed to use their own **speleology equipment**, provided it is compatible with the competition's objectives and is approved by the **SpeleOlympics Technical Team**, which has full authority over this decision. If the equipment is not approved, the organization will provide the necessary equipment in suitable conditions for the participant to compete.
- All participants must take part in **proficiency tests** for events that require them.
- Participants must be in good physical and psychological condition to compete, including not being under the influence of any intoxicating substances, including alcohol and controlled medications.
- They must not have undergone surgery in the last three months.



- In all events, the following items are prohibited:
 - Rings and wedding bands
 - Necklaces
 - Large earrings and/or piercings with pointed characteristics

CLASSIFICATION

- Each competition will have its own set of classification criteria, described later, generally based on the fastest completion time.
- All games will have at least Male and Female categories, and there may also be a Mixed category, composed of teams with participants of different genders.
- Participants will be able to track their scores and rankings at the competition site, where they will be updated in real time.
- Participants **will be disqualified** if they:
 - Put themselves at risk during the competition, either voluntarily or involuntarily.
 - Are under the influence of alcohol or drugs.
 - Enter designated safety areas without wearing a helmet.
 - Compromise the safety of others at any time.
 - Do not respect the regulations or deliberately verbally or physically assault judges, volunteers working during the competitions, other participants, or spectators.
- Participants will be permanently banned if they:
 - After being warned, commit another disqualifiable offense, losing their right to participate in new attempts in any game, as well as the right to podium placement and awards, due to unsportsmanlike conduct and/or endangering themselves or others.
 - Deliberately disrupt the smooth progress of the games or interfere with another participant.

AWARDS

- Prizes will be awarded only to the **first-place winners** in each type of game, in all planned categories.
- The awards ceremony will take place on the Congress Awards Night on July 25, 2025.
- The prizes will be speleology equipment.

EMERGENCY CASES

- The SpeleOlympics has its own support team, equipped and ready to provide immediate assistance in case of an incident or accident involving any participant. The coordination team is also prepared to activate other trained personnel, as well as firefighters and ambulance services if necessary.
- Each game has a specific Emergency Action Plan for any eventuality, developed based on a detailed risk analysis to systematically eliminate and/or mitigate risks.



GAMES

GAME 1 – BEER CRATE STACKING

Game 1 Description

This game consists of stacking beer crates, where the participant must climb and balance solely on the column of crates. The participant receives new crates via an auxiliary rope and remains secured by a top-rope system, with a safety person on the ground managing the belay.

This event includes two categories: female individual and male individual

Game 1 Rules

- The participant who stacks and stabilizes the highest number of crates wins. A crate is considered stabilized when the participant balances on it and uses it as a solid support to receive the next crate.
- In the event of a tie, **the stacking time until the fall** will determine the winner.
- Game officials will track time using two independent timing devices. The primary device will be the official timekeeper, and if it fails, the backup device's recorded time will be used.
- The rope cannot be used for balance—participants must rely solely on the crates for support. Using the rope for balance results in **disqualification**.
- Closed-toe shoes are mandatory; competing barefoot is prohibited.
- Participants must wear the required PPE (Personal Protective Equipment) designated by the event organization. A climbing harness will be provided by the organization.
- Participants may use their own helmet **if it passes the Technical Team's** inspection; otherwise, they must use the helmet provided by the organization.
- If a participant falls with five or fewer stacked crates, they will have a second attempt, with a maximum of two attempts per session.
- This event will have two categories: female individual and male individual.
- Minimum age: **12 years**

GAME 2 – 100M ROPE ASCENT

Game 2 Description

The ascending on a releasable rope (which is gradually released) through a pulley at the ceiling aims to climb 100 meters of rope in the shortest time possible, demonstrating technique, strength, and efficiency. This simulates real scenarios of deep pits (pitches) in speleological explorations.

Game 2 Rules

- The winner is the participant who completes the 100-meter ascent in the shortest time.
- Two stopwatches will be used and started simultaneously. The final result will be based on the average of both devices. If one of them fails, the time recorded by the remaining stopwatch will be considered.
- Tiebreaker criteria:
 - Shortest time in the first attempt.
 - Older participant.
- Each participant has two attempts and must rejoin the queue for another attempt.



- After registration, participants must carry all necessary materials and present them to the SpeleOlympics Technical Team.
- Only vertical equipment specifically designed for **speleology** is allowed; equipment developed for other vertical techniques (such as arborism, industrial, or military applications) will not be accepted. See ANNEX I.
- Only SRT (Single Rope Techniques, “frog” system) is allowed, with or without a foot ascender. See ANNEX I.
- Participants must use the required PPE (Personal Protective Equipment) designated by the game’s organization.
- The equipment must be in working condition and must be approved by the **SpeleOlympics Technical Team**.
- If any of the ascenders become disconnected from the rope, the participant will be disqualified from that attempt but may compete in another attempt if they still have one available.
- The participant will start the game from a line on the ground, already equipped but not yet connected to the rope.
- The stopwatch will start when the judge gives the command to begin the activity.
- The participant will be notified by the game organization when they are in the final meters of their ascent.
- The stopwatch will stop when the participant touches the rope near the upper anchor point.
- The participant will have a time limit of 15 minutes to complete the ascent.
- The participant may withdraw from the competition by verbally indicating their withdrawal at any time during the competition.
- At the end of the challenge, the participant’s descent will be handled by the game controller without the need for the participant to use descent/rappelling systems.
- This event will have two categories: female individual and male individual.
- Minimum Age: **12 years**.

GAME 3 – BODY SQUEEZE

Game 3 Description

The body squeeze challenge aims to test participants’ progression skills in confined spaces within a simulated cave environment, including low ceilings, speleothem formations, and meanders.

There will be four obstacles: Crystals, Vertical “S”, Back and Forth, and Tight Squeeze.

A. **Crystals**

In this obstacle, the participant must navigate a horizontal path through stalagmites, stalactites, and fragile columns without knocking over or breaking any of them.

B. **Vertical “S”**

In this obstacle, the participant enters a vertical structure through an elevated entrance and must exit at the bottom after performing three to four 180° inversions. With each inversion, the participant will descend one level.

C. **Back and Forth**

In this obstacle, the participant must navigate through narrow passages with ascents and descents to reach the end of the course, where they must deposit an object provided by the event coordinators at the beginning of the challenge. To complete the obstacle, the participant must return along the same path and exit through the same entrance. At the end of the course, there will be a space where the participant, if desired, can rotate their body to facilitate the exit.

D. **Tight Squeeze**

In this obstacle, the participant must pass through pairs of columns that are gradually moved closer together until the smallest possible gap is determined through which the participant can still fit.



Game 3 Rules

- The overall score for each participant (individual or team) will be calculated as the sum of their scores from each obstacle. Lower total scores indicate higher rankings.
- In each obstacle, participants and teams will be ranked according to specific criteria:
 - A. **Crystals**
 - The goal of this obstacle is to demonstrate care and precision when moving in a cave environment.
 - Participants and teams will first be ranked based on the fewest number of broken or knocked-over speleothems. A specific point value will be assigned for each broken speleothem. Lower point totals will result in higher rankings.
 - A maximum time limit will be set to complete the obstacle. If the participant or team fails to complete the obstacle or exceeds the time limit, the maximum point penalty will be assigned.
 - B. **Vertical “S”**
 - The goal of this obstacle is to demonstrate speed in moving through restricted cave environments.
 - The total time taken by the participant to complete the obstacle will be measured. Shorter times will result in higher rankings.
 - A maximum time limit will be set to complete the obstacle. If the participant or team fails to complete the obstacle or exceeds the time limit, the maximum time will be assigned to them.
 - C. **Back and Forth**
 - Same classification criteria as Vertical “S”.
 - D. **Tight Squeeze**
 - The goal of this obstacle is to demonstrate technique in passing through narrow passages.
 - Participants will pass through progressively smaller openings. Lower point values will be assigned for each narrower opening successfully passed. Lower scores will result in higher rankings.
 - There will be a time limit for participants or teams to pass through the obstacle, but this time limit will not directly impact the score.
- In the event of a tie in the overall score, the tiebreaker will be determined based on the ranking in the following events, respectively: (1) Crystals, (2) Back and Forth, (3) Tight Squeeze, and (4) Vertical “S”.
- The participant must use the Personal Protective Equipment (PPE) required by the game’s organization, which includes at minimum:
 - Helmet, personal (if approved by the SpeleOlympics Technical Team) or provided by the organization.
 - Closed-toe footwear (boots, sneakers, or shoes).
- Participants who require external assistance to exit will be disqualified.
- This event will have three categories: female individual, male individual and mixed team (composed of one woman and one man).
- Minimum Age: **12 years**.

GAME 4 – TROGLOBITE COLLECTION IN THE SKYLIGHT

Game 4 Description

- The objective of this activity is to achieve the lowest score while climbing a wall and collecting “troglobite animals.”
- Participants must climb a wall approximately 10 meters high and, at the top, collect “troglobite animals” represented by laminated cards placed inside a fabric bag. Each collected animal has a score based on its rarity level (the rarer the animal, the lower the score assigned to it).



- To start collecting the animals, participants must pass a marked line on the wall. They must then choose exactly three animals, **place them in an external pocket of the fabric bag**, and ring a small bell at the designated spot. At this moment, the participant's time will be recorded. Afterward, the participant will be lowered by rope, bringing the bag down, and the animals placed in the external pocket will be counted and scored.

Game 4 Rules

- The final score will be the multiplication of the seconds spent (x) the score associated with the animals. The participant with the lowest number of points wins the challenge.
- In the event of a tie in the overall score, the tiebreaker will be determined by: (1) The rarest animal found, (2) The second rarest animal found, (3) The third rarest animal found, (4) The shortest time
- The maximum time for each participant, as well as the scores assigned to each animal, will be displayed on posters for all participants.
- The participant must use the PPE designated by the game organization, with the climbing harness provided by the organization and the helmet either personal (if approved by the SpeleOlympics Technical Team) or provided by the organization.
- The participant must wear closed-toe shoes, with the use of climbing shoes or barefoot participation being prohibited.
- Participants will be disqualified if they:
 - Use the safety rope for support at any time (with their hands or in the event of a fall).
 - Drop **any** of the animals or the bag.
 - Start collecting animals before completely crossing the marked line on the wall.
 - Descend with more or fewer than 3 animals placed in the external pocket.
 - Add or remove animals from the external pocket after ringing the bell.
- This event will have two categories: female individual and male individual.
- Minimum Age: **12 years**.

GAME 5 - TABLE BOULDER

Description of Game 5

A game mode that focuses on body awareness and center of gravity. The participant must move around the table from the top to the bottom and back to the top in the shortest possible time, without using the floor for support or touching it with any part of the body.

Rules of Game 5

- The objective is to complete the activity in the shortest time possible.
- The time limit to complete the challenge is 10 minutes, with a maximum of three (3) attempts within this period.
- The participant must start the course on top of the table, at one of its shorter sides, move underneath, proceed to the opposite shorter side, and return to the top (the exact start and finish locations will be marked on the table).
- To ensure participants' safety, the floor will be covered with crash pads (bouldering-style climbing safety mats), and at least one support person will be positioned on the sides.
- The participant may not use the floor, crash pads, or other people for balance and must rely solely on the table (including its legs) for support. Failure to comply will result in disqualification.
- Except for hair, if the participant touches the floor with any part of the body, whether voluntarily or involuntarily, the attempt will be counted and annulled, and the person must restart a new attempt (if still available) from the top of the table.



- The event coordination will track the time using two separate devices. The primary device's time will be considered official, and in case of failure, the secondary device's time will be used.
- If the participant exceeds the time limit or the number of attempts, they will be notified with a long whistle and must stop the game.
- Chalk may be used on the hands before each attempt but not during the challenge.
- Participants have a maximum of 10 minutes to complete the challenge, with a limit of 3 attempts per turn.
- Participants must wear the PPE determined by the game organizers. They may use their own helmet (as long as it is approved by the SpeleOlympics Technical Team) or the one provided by the organization.
- Completing the challenge barefoot is allowed.
- Participants must wear appropriate clothing: a t-shirt and either pants or shorts (as determined by the organization).
- Friends may give tips and encouragement but cannot physically assist the participant.
- Recommendation: tie back long hair and remove glasses.
- This challenge will have two categories: individual female and individual male.
- Minimum age: **10 years**.

GAME 6 - SPEED COURSE

Description of Game 6

The speed course is a pre-defined route featuring various obstacles, primarily related to vertical techniques and body-break passages.

The objective of this challenge is to complete the course in the shortest time possible without making any safety errors. These errors will be described and presented to all participants and may result in penalties or disqualification.

Rules of Game 6

- The winner will be the participant who completes the rope course with obstacles in the shortest time.
- Two timers will be used simultaneously. The final result will be the average of both devices. If one timer fails, the time recorded by the remaining device will be considered.
- Tiebreaker criteria:
 1. Shortest time on the first attempt.
 2. No penalties.
 3. Fewer average penalties.
 4. Older participant.
- Each participant has two attempts and must rejoin the queue to try again.
- After registering, the participant must have all required equipment and report to the SpeleOlympics Technical Team.
- Participants must use vertical equipment specifically designed for caving; equipment developed for other vertical techniques (such as arborism, industrial, or military use) will not be accepted. See ANNEX I.
- Only SRT (Single Rope Techniques, "frog" system) with or without a foot ascender will be allowed. See ANNEX I.
- Participants must wear the PPE required by the game organizers.
- Personal equipment may be used, **provided it passes inspection by the SpeleOlympics Technical Team**.
- Only Dressler-type descenders with or without an auxiliary braking system will be permitted (the locking system must follow the manufacturer's recommendations).

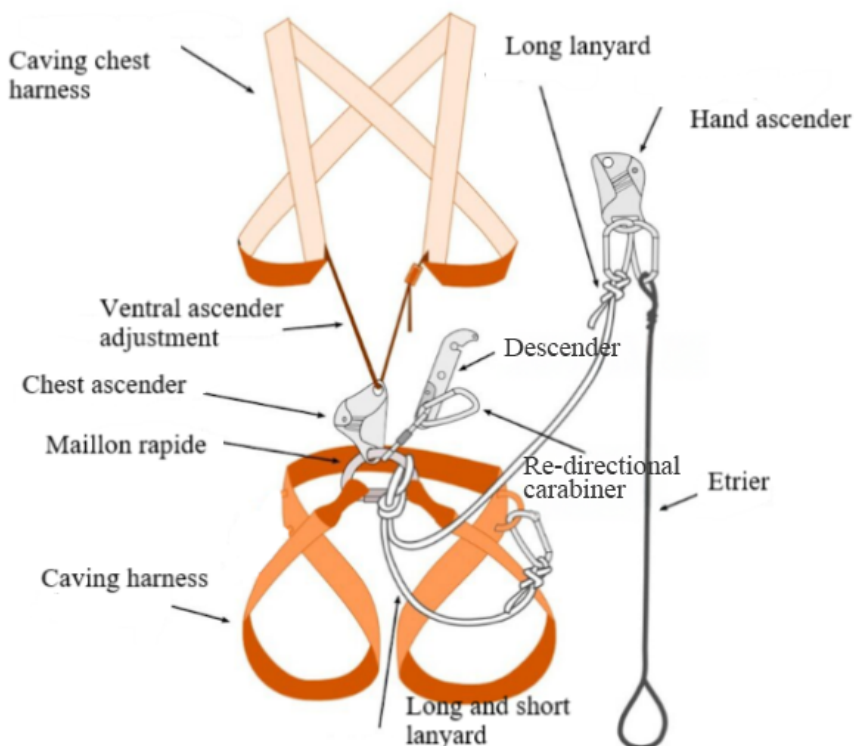


- If a participant's personal equipment does not meet the requirements, the SpeleOlympics organization will provide approved equipment for loan.
- All participants must complete a proficiency test before entering the course. The evaluation will include:
 - Proper rope setup
 - Climbing a 3-meter section and transitioning into descent
 - Demonstrating partial (half-lock) and full (complete-lock) stop techniques, according to the manual of the equipment used
- Recommendation: individuals with spinal issues (e.g., herniated discs) are advised not to participate.
- Participants deemed "non-autonomous" (lacking the minimum required technical knowledge) by the SpeleOlympics Technical Team will not be allowed to participate in this game.
- Participants may only start the challenge after receiving authorization from an event organizer; failure to do so will result in disqualification.
- During the course, the organization reserves the right to stop a participant at any point if safety requirements are not met. Participants may appeal after reaching the ground.
- The organization will use whistles to signal the start, stop, and end of the course.
- Penalties
 - **Minor Penalties (30 seconds added to time):**
 - Performing a small uncontrolled pendulum
 - Dropping any equipment
 - Leaving gear behind on the course
 - **Moderate Penalties (1 minute added to time):**
 - Performing an incorrect locking technique (not following the equipment manual)
 - Using connectors outside their proper working axis
 - Altering the configuration of any obstacle or access route on the course
 - **Severe Penalties (Disqualification):**
 - Violating general event rules
 - Having an open descender connector
 - Incorrectly fastening the helmet chin strap
 - Letting go of the rope without properly locking the descender
 - Experiencing a fall factor greater than 1
 - Entering restricted areas without a helmet
 - Performing large uncontrolled pendulums
 - Not being connected to a safety system while exposed to a fall hazard
 - Using equipment that was not inspected or approved by the organization
- If a participant receives a severe penalty (disqualification), the organization will immediately stop the maneuvers and instruct them to descend to the ground immediately.
- After starting the course, participants may not pause the timer to ask questions or receive suggestions. They may stop to rest or ask questions, but the timer will continue running.
- This challenge will have two categories: individual female and individual male.
- Minimum age: **16 years**.



ANNEX I

REQUIRED EQUIPMENT FOR GAME 2 AND GAME 6



- Caving harness as indicated with the green confirmation in the image below.



- Helmet with three-point attachment, no brim, for vertical activities, before its expiration date.



- Central quick link or specific harness closure carabiner, half-moon or delta type. Examples:



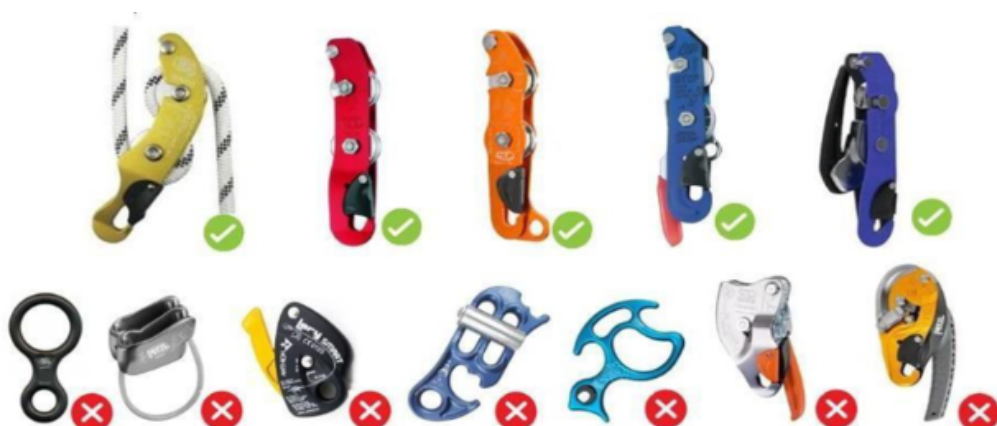
- Caving chest harness (preferably with tension adjustment for positioning the chest ascender)



- Pair of lanyards (cowstail or tethers), one short and one long, preferably made of dynamic rope (with a perimeter equal to or greater than 8.5mm), but webbing lanyards with an energy absorber specifically manufactured for caving are also accepted. Industrial work lanyards, via ferrata energy absorbers, webbing tethers, or climbing daisy chains will not be accepted. Examples:



- Dresler-type descender with two fixed pulleys, either auto-locking or not. Figure-eight devices, ATCs, Gri-Gri, canyoning descenders, industrial descenders, or similar devices will not be accepted. Examples:



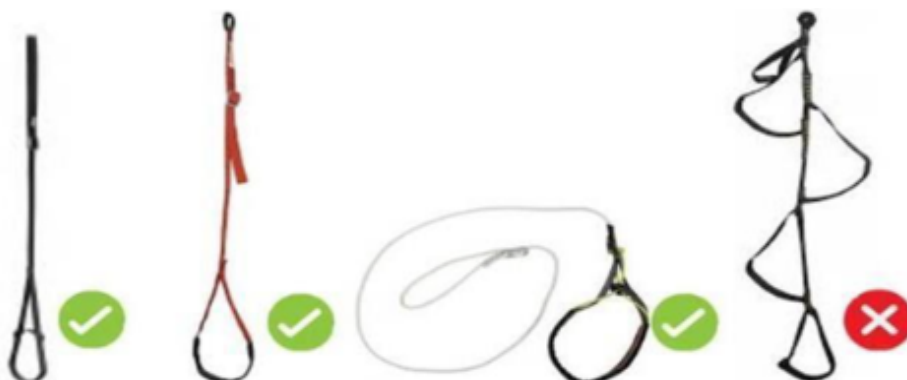
- Toothed chest ascender, to be directly connected to the quick link or harness carabiner. Examples:



- Toothed hand ascender, with or without a handle. Emergency or rescue ascenders will not be accepted. Examples:



- Etrier (or foot loop), manufactured or made from reliable accessory cord for caving (climbing etriers will not be accepted). Examples:



- Two carabiners for the lanyards, mandatory with solid and straight gates. Preferably non-locking and asymmetrical D-shaped. HMS carabiners will not be accepted. Examples:



- One carabiner for the descender (with a locking mechanism, automatic or manual). HMS carabiners will not be accepted. Examples:



- One reducing carabiner (preferably steel and non-locking). Examples:

