

INTERNATIONAL TREE CLIMBING CHAMPIONSHIPS COMPETITION RULES (REVISED MARCH 2013)

HOW TO USE THIS RULE BOOK

To familiarize yourself with the rule book, first study the table of contents to get an idea of how the rules are organized. The rules are presented from general to specific; that is, rules that apply to the entire competition are at the beginning. Rules for individual events then follow. It is the responsibility of the judges, officials, technicians, and contestants to review the rules in their entirety before the start of the competition.

A numbering system gives each rule a specific number. For example, all rules associated with the Work Climb begin with the number 3. A second and/or third number following the first number identifies the section and, if applicable, subsection for that particular rule. For example, Section 3.1 is the overall summary for the Work Climb. Section 3.2 describes the Work Climb rules, and subsection 3.2.1 discusses the required equipment to be used in the Work Climb.

You will find a summary at the beginning of each event section. The summary is not a rule but an overview of the event. The actual rules for each event follow the summary. At the end of each section is a list of potential penalties, potential reasons for disqualifications, and reasons for disqualification.

Rules that have been added or changed since the last revision are highlighted in bold.

Carry a rule book with you in your pocket or gear bag and use it whenever a question arises. Knowing the rules may enable you not only to avoid penalties and disqualification, but also may improve your competition score and experience.

If you have questions, would like to make a suggestion to the ITCC Rules Committee, would like to volunteer your assistance, and/or have an idea for how the event could be improved, e-mail the ISA office at itcc@isa-arbor.com, call (217) 355-9411, or write to ISA, P.O. Box 3129, Champaign, IL 61826-3129.

ITCC Men's Hall of Champions

2012 Bernd Strasser, Germany Chapter	2001 Mark Chisholm, New Jersey Chapter
2011 Scott Forrest, New Zealand Chapter	2000 Bernd Strasser, Germany/Austria Chapter
2010 Mark Chisholm, New Jersey Chapter	1999 Bernd Strasser, Germany/Austria Chapter
2009 Jared Abrojena, Western Chapter	1998 Michael Cotter, Mid-Atlantic Chapter
2008 Bernd Strasser, Germany Chapter	1997 Mark Chisholm, New Jersey Chapter
2007 Bernd Strasser, Germany Chapter	1996 Rip Tompkins, New England Chapter
2006 Bernd Strasser, Germany Chapter	1995 Ken Palmer, New England Chapter
2005 Dan Kraus, Pacific Northwest Chapter	1994 Jim Harris, Pacific Northwest Chapter
2004 Bernd Strasser, Germany Chapter	1993 Ken Palmer, New England Chapter
2003 Bernd Strasser, Germany Chapter	1992 Bob Weber, Penn-Del Chapter
2002 Bernd Strasser, Germany Chapter	

1991 Ken Palmer, New England Chapter
1990 Greg Clemens, Ohio Chapter
1989 Bob Weber, Penn-Del Chapter
1988 No Insurance, No Jamboree
1987 No Insurance, No Jamboree
1986 Craig Cutler, New Jersey Chapter
1985 Steve Bannan, Penn-Del Chapter
1984 Rick Husband, Texas Chapter
1983 Bob Maltby, New England Chapter
1982 Bob Hunter, Western Chapter

1981 Bob Hunter, Western Chapter
1980 Paul Harlow, New England Chapter
1979 Sam Noonan, Western Chapter
1978 Sam Noonan, Western Chapter
1977 Tom Smith, Western Chapter
1976 Tom Gosnell, Western Chapter

ITCC Women's Hall of Champions

2012 Veronika Ericsson, Sweden Chapter
2011 Christina Spence, New Zealand Chapter
2010 Josephine Hedger, UK/Ireland Chapter
2009 Anja Erni, Switzerland
2008 Josephine Hedger, UK/Ireland Chapter
2007 Christina Spence, New Zealand Chapter
2006 Elena O'Neill, New Zealand Chapter

2005 Christina Spence, New Zealand Chapter
2004 Kathy Holzer, Pacific Northwest Chapter
2003 Kiah Martin, Australia Chapter
2002 Wenda Li, Ontario Chapter
2001 Christina Engel, Germany/Austria Chapter

Current ITCC Men's Footlock World Record 15 meters

James Kilpatrick, New Zealand Chapter
World Record Time: 13.65 (Set at 2011
APTCC, Singapore)

Current ITCC Women's Footlock World Record 12 meters

Nicky Ward Allen, New Zealand Chapter
World Record Time: 13.26 (Set at 2010
ITCC, Chicago)

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INTRODUCTION

Tree climbing competitions are held in countries around the world. Each chapter or associate organization and each regional event of the International Society of Arboriculture (ISA) is allowed to send one male and one female climber to represent them at the International Tree Climbing Championship. Climbers are selected as a result of their demonstrated superior abilities in their regional championships. The rallying point for the international event is generally the site of the International Society of Arboriculture's Annual International Conference.

Tree climbing competitions began in 1976, with the first ISA Tree Trimmer's Jamboree in St. Louis, Missouri. The Jamboree was initially established to preserve classic skills so that when it came to a real-life aerial rescue, a climber with nothing more than a rope could save a life. The events of the championship have been developed to provide an opportunity for qualified arborists to participate in a competition that tests the knowledge and skill of a professional tree climber. The equipment used in competition must meet the minimum industry standards for safety and reflect best practices.

The competition has grown, its purpose has expanded and the name changed to the International Tree Climbing Championship (ITCC) to reflect the global expansion of eligible competitions. Competitions promote safe working practices, demonstrate improvements and innovations in equipment and techniques, and provide industry recognition to the public. It is also an opportunity for climbers to gather and exchange ideas with their professional peers.

The first competition had four events, the Work Climb, Aerial Rescue, Rope Throw, and the Footlock or Body Thrust Speed Climb. At that time, the footlock method was used by a select few climbers, so most competitors used the body thrust method to enter a tree. Contestants had the option to compete in both the Footlock and Body Thrust but could earn points in only one of the two. The scores of the four events were combined, and the climber with the highest score at the end of the day was declared the winner.

The format for the ITCC changed in 1996. Contestants now compete in 5 preliminary events, Work Climb (80pts), Aerial Rescue (50pts), Throwline (30pts), Footlock (20pts) and Speed Climb (20pts) for a total of 200 points. The contestants who accumulate the highest combined point totals in the preliminary events earn the right to move on to the championship round, the Masters' Challenge.

Contestants who advance to the Masters' Challenge start fresh and no preliminary points earned are carried forward. A total of up to 300 points may be earned in the Masters' Challenge event. The winners, one woman and one man, are named the World Champions, and are awarded cash and prizes. Champions are also awarded an automatic position in the next year's International Tree Climbing Championship.

1 CONTESTANT'S RESPONSIBILITIES

1.1 Required Meeting Attendance

- 1.1.1 All contestants are required to attend all the equipment inspection and event organization meetings. Due to special circumstances, exceptions may be made only with head judge's approval.
- 1.1.2 The pre-event meetings are conducted by the championship chairperson to inspect equipment; review rules and regulations; introduce the contestants, judges, and officials; verify registrations and sign a standard insurance waiver; and discuss and answer questions before the event.
- 1.1.3 It is each contestant's responsibility to bring any questions about equipment or rules and regulations to the judges' attention at these meetings.
- 1.1.4 It is each contestant's responsibility to have all new techniques and equipment approved for competition by the head technician. This shall be done during the contestants' meetings the day before the competition. No new techniques or equipment will be reviewed the day of the competition.
- 1.1.5 It is each contestant's responsibility to read and understand the rules and conditions of the competition prior to the event. Each contestant must conduct themselves in a professional manner at all times during the competition. Failure to do so may result in immediate disqualification and dismissal from the event.

2 GENERAL RULES AND REGULATIONS

2.1 Eligibility

- 2.1.1 Each **ISA chapter, ISA associate organization, and ISA regional event**, may send only one male and one female climber to represent the chapter or associate organization at the international competition. There are two exceptions to this rule: **(2013)**
 - a. The previous year's world champions are invited back to defend the title. The chapters with the current world champions are allowed to send additional climbers to compete as the chapter's representative(s).
 - b. ~~The ISA president at his or her discretion~~ may invite additional qualified climbers to compete at the international competition. Climbers must be the champion or runner-up of a local or regional ISA-sanctioned climbing championship. **(2013)**
- 2.1.2 To be eligible to send a competitor to the ITCC or a Regional Event (ETCC, NATCC or APTCC), an ISA chapter or ISA associate organization shall:
 - a. Hold a competition consisting of a set of 5 preliminary events, as outlined in the ITCC rules book, to determine finalists who compete in a Masters' Challenge event. The competition champion is the winner of the Masters' Challenge.
 - b. **Adhere to all competition rules as outlined in the ITCC rule book as well as all other competition and equipment notifications and requirements. (2013)**
- 2.1.3 **In the event a TCC is impacted by influences outside the control of the organizers, such as inclement severe weather or other circumstances that do not allow for a safe and/ or practical way to complete the planned for Masters' Challenge, the Chapter or**

Associate Organization should declare a winner using the results of the preliminary events. The winner is the contestant with the highest combined total points from the preliminary events. (2013)

- 2.1.4 In the event that there are only one or two competitors in a division (male or female) at a regional, chapter, or associate organization level, the potential climber representative shall be deemed to be eligible to compete at ITCC if the criteria outlined in Appendix 4 are met. (2012)
- 2.1.5 Contestants must be members of ISA prior to the start of the competition. Contestants must be 16 years of age prior to the start of the competition. Contestants ages 16-18 must have legal guardian consent and have demonstrated the appropriate skills to compete safely.

2.2 Equipment

- 2.2.1 All equipment used by competitors must be manufactured to meet or exceed the minimum accepted industry safety standard unless otherwise specified in this document and shall reflect best practices. Equipment must be considered appropriate for use in tree climbing. If equipment is not clearly labeled to provide an industry standard mark, it is the competitor's user's responsibility to provide written evidence in English, to be retained by the head judge, that the equipment is manufactured to meet the accepted standard for that piece of equipment and its application. (2012)
- 2.2.2 It is the responsibility of each contestant, judge, technician, and/or volunteer to ensure that all equipment meets rule 2.2.1 and is fully functional, clean, and contaminant free. This includes ensuring that all volunteers' cutting tools have been disinfected before starting work on the ITCC trees. (2012)
- 2.2.3 If a contestant has a question about equipment or the legality of a climbing technique or system, it is the contestant's responsibility to have that equipment, technique, or system approved by the head technician during the contestants' meetings the day prior to the event. The head technician may consult with the ITCC chairperson and head judge, at which point all three will address the question and make a ruling. Prior to the competition, contestants may also visit the ITCC Rules web site for more information about safety warnings, hardware configuration, and to ask questions about the legality or the approval of climbing equipment used in ITCC competitions. Final approval for contestant's climbing equipment and technique will be made at the competition gear inspection. (<http://itcc.isa-arbor.com/rules-scoring/rule.aspx>)
- 2.2.4 Any equipment that does not meet the ITCC gear inspection standards will be tagged and quarantined prior to the competition and will not be returned until the completion of the event. It is the contestant's responsibility to claim the equipment at the time designated by the ITCC officials.
- 2.2.5 During the competition, if a contestant has a question about equipment or the legality of a climbing technique that cannot be answered by the head judge of an event, the

ITCC chairperson, head judge, and head technician will address the question and make a ruling.

- 2.2.6 All personal climbing equipment is subject to inspection and approval by the judges before each event. If a contestant's equipment does not meet or exceed required standards by the time the contestant is scheduled to start an event, the contestant forfeits that event. The required equipment for an event is specified in the rules for that event and is listed on the score sheet. This equipment must be checked off on the score sheet at the event gate for each contestant before the contestant begins the event.
- 2.2.7 No climbing equipment shall be held in the mouth during the timed portion of any event. (2013)**
- 2.2.8 All rope snaps used in a fall-protection / work-positioning system shall be of the self-closing, self-locking type and shall be manufactured to meet or exceed the minimum accepted industry safety standard.
- 2.2.9 Screw links shall be manufactured to meet or exceed the minimum accepted industry safety standard and be mechanically tightened to ensure that they will not open during use.
- 2.2.10 A carabiner used as part of a climber's primary fall-protection/work-positioning system shall be manufactured to meet or exceed the minimum accepted industry safety standard. It shall be self-closing and double auto-locking and shall require a minimum of two separate operations to prepare the gate to open. Failure to abide by this rule may result in disqualification.
- 2.2.11 Carabiners used as part of a climber's primary fall-protection/work-positioning system shall not be chain-linked to other carabiners or connecting links.
- 2.2.12 No equipment used in a fall-protection/work-positioning system shall incorporate quick-release mechanisms. Where applicable, quick-release mechanisms must be replaced with a manufacturer-approved bolt and nut assembly.
- 2.2.13 Contestants, judges, technicians, and other approved individuals shall wear safety glasses at all times while inside the event safety perimeter. Permission may be granted by the head judge of the event for the climber to stop and briefly remove safety glasses for cleaning, changing, etc. The event timing will continue and not be stopped. Safety glasses must be impact resistant, provide wrap-around eye protection, and be manufactured to meet or exceed the minimum accepted industry safety standard.
- 2.2.14 Contestants, judges, technicians, and other approved individuals shall wear appropriate head protection at all times while inside the event safety perimeter. Hard hats and climbing style helmets shall be manufactured to meet or exceed the minimum accepted industry safety standard and have been approved by the manufacturer for use in that application. Contestants and technicians who are working aloft must wear climbing style helmets.
- 2.2.15 Contestants, judges, technicians, and officials must wear appropriate footwear and clothing during competition. ITCC-issued clothing must be worn while participating in the preliminary events, the Head-to-Head Footlock competition, the Masters' Challenge, and at all award ceremonies. Appropriate footwear is defined as a boot that covers the foot and ankle and that is constructed with a suitable sole and upper

portion. The upper portion of the boot should provide protection from penetration. The sole should provide proper traction for work on the ground as well as when working aloft.

- 2.2.16 All activity aloft (Work Climb, Masters' Challenge, Aerial Rescue, Secured Footlock, and Belayed Speed Climb) must be done with the aid of a work-positioning or fall-protection system. A contestant shall be secured at all times while ascending into the tree, while performing the event task, and until he/she returns to the ground.
- 2.2.17 A suitable fall-protection system requires that the climbing line always be crotched above the climber.
- 2.2.18 When footlocking, a contestant shall not wrap the Prusik cord around his/her arm.
- 2.2.19 Infractions of the work-positioning/fall-protection rule will result in lost points or disqualification at the discretion of the judges. Infractions include failure to keep the system taut (not having so much slack in the climbing line that the loop of slack hangs below the contestant's **feet knee**), or brief instances of being open to a fall or climbing above the tie-in point. Flagrant disregard for this rule will result in disqualification. **(2013)**
- ~~2.2.20 Prusik loops, split tails, and work-positioning lanyards shall meet the minimum strength standards established for climbing lines and meet requirements of 2.2.1. Contestants must perform an "on-rope test" to demonstrate the effectiveness and adjustment of all friction hitches. (2013)~~
- 2.2.20 It is a contestant's responsibility to show that all cordage used as a climbing hitch in a dynamic overhead belay climbing system or as a friction hitch as part of a static climbing system has been approved by the manufacturer for use in that application.
- 2.2.21 Climbing lines for work positioning/suspension systems shall be a minimum 11mm diameter and shall have a minimum breaking strength of at least 22kN when new and a knotted or termination strength of at least 15kN. Ropes used for ascending shall be 10mm in diameter or greater, with a minimum breaking strength of 22kN when new. Termination and knotted strengths shall be at least 15kN. (2013)**
- 2.2.22 Friction Hitch cords for moving rope applications and those which support the entire system load shall be a minimum 8mm in diameter and shall meet the requirements of 2.2.1. Friction Hitch cords for stationary applications, where the load applied to the hitch is approximately half the system load, shall be 6mm diameter or greater. Friction Hitch cord shall be manufactured from material(s) suitably resistant to the abrasion and temperatures experienced during work and rescue scenarios. Contestants must perform an "on-rope test" to demonstrate the effectiveness and adjustment of all friction hitches. (2013)**
- 2.2.23 Cords used for work positioning lanyards shall be a minimum 10mm, shall meet the minimum strength standards established for climbing lines and meet requirements of 2.2.1. (2013)**
- 2.2.24 The non-working end of any lanyard used in a fall protection / work-position system shall have a fixed termination, such as a fixed stopper knot, eye splice, stitched eye, etc., that does not permit the non-working end of the lanyard to advance through the friction

device (friction hitch, frame loaded ascender, cam loaded ascender) or be securely connected to a rated connection point on the harness/saddle.

- 2.2.25 For the purposes of clarity in this rules document, the term “climbing hitch” shall include both traditional hitches tied with cordage (Prusik, Valdostain Tresse, etc.) as well as mechanical hitches (Lockjack, Spiderjack, etc.). All climbing hitches shall be approved prior to being allowed for use in the competition. (2012)
- 2.2.26 A minimum of a double fisherman’s bend shall be used to form the Prusik loop. Variations, including an endless splice, may be used with prior approval of the ITCC head technician. When footlocking using a Prusik loop, a six-coil Prusik hitch, a Klemheist, or other approved secure friction hitch shall be used for fall protection-
- 2.2.27 Neither the Prusik hitch nor, any other approved friction hitch, shall be used for descent unless it is part of a dynamic overhead belay system.
- 2.2.28 A contestant is not permitted to place his/her hands on or above the friction hitch when it is used as the only means of being secured on a static line. The first offense will generate a warning or penalty; a second offense will generate a disqualification.
- ~~2.2.26 Use of mechanical ascenders (Clog, Petzl, CMI, etc.) may be permitted, subject to the head technician’s prior approval. (2012)~~
- 2.2.29 A contestant who utilizes a mechanical ascender as a part of a static climbing system must also include a system of backup to protect against an ascender malfunction. Mechanical ascenders, on a static line, can be backed up with another ascender on the same line or a pliable Prusik cord that is placed above the mechanical ascender and on the same line as the ascender. If a double-line ascending system is used, both sides of the line must be backed up independently. Prusik cordage must meet the requirements of **2.2.25** and must be able to immediately grip and hold the line and support the contestant’s weight should an ascender fail. All mechanical ascender-climbing systems must be demonstrated and are subject to the head technician’s prior approval.
- 2.2.30 Contestants may work from a static ascending line provided that a separate, approved overhead climbing system is anchored to the static ascending line. Neither an engaged, frame-loaded, toothed ascender nor a cam-loaded, non-toothed ascender shall be permitted within this anchoring system. Fall-protection anchoring systems must include an approved stopper knot, or hitch on the static line **no more than 18 inches (45 cm)** below the anchoring system, unless the climbing system is directly connected to an approved knot in the access line. Techniques for working from a static line with an anchoring system attached to the static line must be demonstrated prior to use and during gear inspection, and must have prior approval of the head technician. **(2013)**
- 2.2.31 A contestant will not be permitted to place his/her hands on or near the cams of ascenders unless the contestant is appropriately secured. The first offense will generate a warning; a second offense will generate a disqualification.
- 2.2.32 A contestant will be disqualified for dropping a piece of equipment while working aloft. This rule applies only to the actual timed portion of an event. A contestant who drops equipment (accidentally or unannounced) while “on deck” will be issued a warning for a first offense; a second offense will generate a disqualification.

- 2.2.33 The contestant may not throw and/or drop any piece of equipment or gear from the tree while working aloft, other than throwlines, throw weight, rope, or a rope bag. A contestant may securely lower equipment and have the equipment removed from a rope by an event technician. The contestant must also notify the judges and technicians and receive an all-clear response from the event head judge before securely lowering equipment or before a throwline, throw weight, rope, or rope bag is thrown. Violation of this rule will result in the contestant being disqualified from that event.
- 2.2.34 A contestant shall sound the audible warning (“stand clear”) in any situation where there is the potential for an item (any equipment, or part of the tree) to fall. Violations of this rule shall be enforced in accordance with the specifications outlined in the individual event rules.
- 2.2.35 No climbing equipment (saddles/harnesses, work-positioning lanyards, ascenders, etc.) shall be altered in a manner that would compromise the integrity of the equipment. (i.e., drilling holes **in** or welding ascenders **together**) No alterations to equipment from its original manufacturer’s design will be allowed without the express written consent of the manufacturer. **(2013)**
- 2.2.36 A contestant using a secondary work positioning system (lanyard) shall not attach both anchoring points of the system to the same side D-Ring(s) of the harness. Correct loading configurations include:
- Connection from side D-Ring to opposite side D-Ring for horizontal work-positioning, shall not be used for suspension
 - Connection to both front D-Rings where available, may be used for suspension if so indicated by manufacturer of the harness.
 - Connection to a fixed or sliding ventral attachment point, singled or doubled, may also be used for suspension. (When connecting from the ventral attachment point in a singled configuration and attaching the work positioning system around a limb back onto a tie-in point on itself, correct loading of the connecting link shall be ensured at all times.) (2012)
- 2.2.37** Contestants may use the handsaws provided, or they may use their own handsaws. The teeth of the handsaw must be covered or removed to prevent injury and also to prevent cutting the bells out of the tree during the competition. **When removed from the scabbard, handsaws should only be held in the hand. (2013)**
- 2.2.38 Handsaws used in competition shall be no longer than 23 inches (58 cm) or shorter than 13 inches (33 cm) when measured from the tip of the blade to the end of the handle in a straight line.

2.3 Other

- 2.3.1 Contestants will be advised in advance of the competition of any rule changes or modifications to the competition setup deemed necessary for the safety of the contestants or the competitive requirements of the event.

- 2.3.2 Contestants shall not watch or be in the immediate area during the set-up of competition events. Failure to abide by this rule will be viewed as misconduct (See Rule 2.3.10).
- 2.3.3 A random drawing is held by the championship committee before the organization meeting to determine the order in which the participants will complete the events.
- 2.3.4 It is the responsibility of each contestant to be at each event at the scheduled time.
- 2.3.5 Contestants must report to the event head judge before they are scheduled to start an event. If a contestant does not report to the event head judge within 5 minutes of the scheduled starting time, the contestant forfeits that event.
- 2.3.6 Contestants not currently competing shall not approach or talk to event judges while the contest is in progress without the prior consent of the event head judge. Failure to abide by this rule may result in disqualification.
- 2.3.7 **Competitors may file an official protest if they feel they have been judged unfairly or incorrectly.** Protests must be made on an official protest form, which is available from the **championship** chairperson. **(2013)**
- 2.3.8 All protests shall be **signed and** submitted in writing by, ~~or sponsored by,~~ the competitor **to the championship chairperson** within 1 hour of the alleged rule infraction. The **ITCC championship** chairperson, head judge, and head technician will review the protest and make a ruling. **(2013)**
- 2.3.9 Misconduct in the presentation or discussion of protest is cause for immediate withdrawal of protest rights and/or possible disqualification.
- 2.3.10 A misconduct disqualification will be enforced by the head judge on any contestant who has displayed inappropriate, unprofessional, and/or unsportsmanlike behavior during participation in or after the completion of an event. Event head judges will enforce the rules for their individual event including infractions of the misconduct rule.
- 2.3.11 The use of alcoholic beverages or illegal drugs by any climber, judge, or official will result in immediate disqualification and removal of the individual from participation in the championship events.
- 2.3.12 It is the responsibility of the judges, technicians, and officials to read and understand the rules and regulations, to be able to interpret them in the spirit of the competition, and to enforce the contestants' adherence to them. All judges, technicians, and officials are expected to conduct themselves in a professional and appropriate manner at all times during the competition.
- 2.3.13 Once a contestant has begun an event, the event head judge may instruct the competitor to stop if the judges need time to assess potential safety concerns, clarify rules, or take a closer look at equipment installation. The clock will stop with no time penalty to the climber. Official time will begin again when the event head judge says "Go" and instructs the contestant to proceed.
- 2.3.14 A contestant may not leave the designated event area or bring additional equipment into the event area once he/she has started the event.
- 2.3.15 A contestant cannot score less than 0 in any of the five preliminary events. (2013)**

3 WORK CLIMB EVENT

3.1 Event Summary

The Work Climb tests the contestant's ability to move about the tree using a tree-climbing line and saddle/harness. The event setup is the same for both male and female contestants. Each contestant starts from a staging area in the tree and is required to visit five work stations throughout the tree, performing a specified task at each station. Each station in the tree is equipped with a bell (or horn); the contestant must ring the bell (or sound the horn) before continuing to the next station.

Contestants earn objective points for successfully completing the task at each station and ringing the bell (or sounding the horn) with either a handsaw, pole pruner, or hand, as indicated. At certain stations, a contestant can earn ~~bonus~~ points for completing the additional tasks. Contestants can also lose points for failing to properly complete certain other tasks.

Contestants earn or lose subjective points based on safety, control, style, poise, and creativity at the discretion of the judges. Finally, a contestant can be penalized for unsafe or uncontrolled acts at the discretion of the head judge. A second unsafe or uncontrolled act could result in disqualification. ~~Penalty points are assessed when a contestant fails to properly complete a task, or when uncontrolled or unsafe climbing practices are observed. A contestant can also earn judges' discretionary bonus points based on safety, style, poise, and creativity.~~ (2012)

Contestants are allowed a predetermined time limit (men are provided 5 minutes, and women are provided 7 minutes) to complete the climb.

3.2 Work Climb Rules

- 3.2.1 Each contestant must be equipped with, and use, a climbing-style helmet, eye protection, tree-climbing saddle/harness, personal (work-positioning) lanyard, climbing line, handsaw, and scabbard.
- 3.2.2 All equipment and practices must satisfy applicable safety standards.
- 3.2.3 The contestant's line is set in a predetermined tie-in point. The same tie-in point is to be used by all contestants. Contestants may choose their own route and rope placement through the work stations unless otherwise directed by the event head judge, but contestants must finish with the landing station.
- 3.2.4 Once a contestant has been identified to the judges, the contestant is asked if he or she has any questions and is reminded of the event requirements.
- 3.2.5 The judges start the clock when a contestant signals to the judges by sounding an air horn or bell in the tree. The judges stop the time when a contestant has safely landed, is in a standing position, and has fully disconnected the climbing line and friction hitch from the tree climbing saddle/harness.
- 3.2.6 Contestants shall be safely tied in with a climbing line and/or secured with a work-positioning lanyard at all times while in the tree. While at each work station (handsaw, limb toss, pole pruner, and limb walk) the contestant shall be safely tied in with a climbing line and must be correctly secured with a work-positioning lanyard before ringing the bell. **(See Rule 2.2.36)** A contestant who breaks this rule will receive a warning and a 3-point penalty. A second failure to use the work-positioning lanyard correctly will result in disqualification. Contestants are not required to lanyard in prior to sounding the horn/bell at the landing station.

- 3.2.7 If a contestant breaks a large branch, or is for any reason considered by the judges to be performing an unsafe practice, penalty points will be assessed and/or the contestant may be disqualified at the discretion of the judges.
- 3.2.8 Contestants must visit each work station to earn points for that station. To be scored as having visited a work station, the contestant must have sounded the bell/horn at that station. If a contestant fails to visit a station(s), no scoring points are earned for the station(s) not visited. In addition, no time points are earned for the Work Climb event.

~~3.2.9 Failure to leave a work station as it was found will result in the loss of completed task points for that station. (2013)~~

3.3 The Handsaw Station

- 3.3.1 Contestants must reach the station, lanyard in (buckstrap, flip line), call for “stand clear,” then ring the bell with a handsaw before continuing to the next station.
- 3.3.2 To be scored as completing the task at this station, the contestant must ring the bell with a handsaw.

3.4 The Limb Toss Station

- 3.4.1 Contestants must reach the station, lanyard in, call for “stand clear,” then ring the bell with a handsaw, prior to throwing the first limb at the target on the ground. A contestant shall not throw two limbs at the target at the same time. This station is equipped with two 12- to 18-inch (30- to 45-cm) sections of limb for each climber and a 30-to 48-inch (75- to 125-cm) diameter target on the ground. (2012)
- 3.4.2 To be scored as completing the task at this station, the contestant must first ring the bell with a handsaw, and then throw a single limb at the target.
- ~~3.4.3 This station is equipped with two 12- to 18-inch (30- to 45-cm) sections of limb for each climber and a 30-to 48-inch (75- to 125-cm) diameter target on the ground. (2012)~~
- 3.4.3 If a contestant attempts to toss two limbs at the target at the same time at the limb toss station, the contestant will not have correctly completed the task at this station. In addition, neither of the limbs thrown at the target can score. (2012)
- 3.4.4 A contestant receives 3 points if the limb lands fully within and remains fully within the target on the first throw. The limb shall not bounce into the target. (2012)
- 3.4.5 If unsuccessful with the first attempt, a contestant must throw a second time and will receive 2 points if the limb lands and remains fully within the target. The contestant does not need to re-call “stand clear” prior to throwing the second limb. (2012)
- ~~3.4.6 No more than 3 points can be earned for hitting the target at this station. (2012)~~
- 3.4.6 If a contestant misses on the second throw, no throwing points are received.

3.5 The Pole Pruner Station

- 3.5.1 Contestants must reach the station, lanyard in, call for “stand clear,” then ring the bell with two hands on the pole using the working end of a pole pruner.
- 3.5.2 To be scored as completing the task at this station, the contestant must ring the bell with the pole pruner with both hands on the pole.

- 3.5.3 A 3-point penalty is assessed if a contestant rings the bell with the wrong end of the pole pruner.
- 3.5.4 Before moving to the next station, a contestant must successfully re-hang the pole pruner in the same location and position. If the contestant fails to do so and is instructed by the event head judge to return to the station and re-hang the pole pruner correctly, a 3 point penalty will be assessed. His/her time will continue during this process.

3.6 The Limb Walk Station

- 3.6.1 Contestants must start the station by touching the predetermined mark* on the limb with at least one foot. Then contestants must walk out on the limb, lanyard-in, call for “stand clear,” then ring the bell with a handsaw, walk back in on the limb, and finish the station by touching the predetermined mark again, without activating the buzzer. *The predetermined mark shall be a minimum of 12 inches (30 cm) wide.
- 3.6.2 To be scored as completing the task at this station, the contestant must touch the pre-determined mark on the limb with at least one foot, walk the limb and ring the bell with a handsaw, and walk back on the limb and touch the pre-determined mark with at least one foot again.
- 3.6.3 Contestants, once past the predetermined mark, must walk on and keep in contact with the limb at all times. If a contestant loses control and falls, or swings from the limb, he/she must return to the last point of contact before proceeding. The event head judge will determine the last point of contact.
- 3.6.4 If a contestant successfully ~~works through~~ completes the task at the station and rings the bell without activating the buzzer, 6 additional points are awarded.

3.7 The Landing Station

- 3.7.1 At this final station, contestants must call for “stand clear,” then sound a horn or bell by hand, and then perform a controlled descent, landing on a target on the ground. The contestant is not required to lanyard-in prior to sounding the horn or bell by hand.
- 3.7.2 To be scored as completing the task at the landing station, the contestant must first sound the horn or bell with their hand, then land on the ground in a standing position.
- 3.7.3 A contestant who doesn’t land and remain in a standing position (i.e., touches the ground with any part of the body other than feet) will not have correctly completed the task.
- 3.7.4 The target for the landing shall be 2 meters in diameter. A 1-meter-diameter solid circle is drawn in the center of the target and is identified as the bull’s-eye of the target.
- 3.7.5 Contestants can receive up to 4 additional points for landing in a standing position on the 2-meter-diameter target. Contestants must score with both feet planted and under control. When a contestant lands with one foot, that foot must remain stationary until the second foot is planted; at this time the score will be determined. A contestant can land outside the target with the initial contact foot and step into the bull’s-eye to

increase points however, should the contestant attempt to increase points by moving the initial contact foot, zero bonus landing (bull's-eye) points will be awarded.

- 3.7.6 If any part of the foot touches the line, a contestant is scored as going outside the line. (Example: One foot on the outer circle line and the second foot out of the outer circle is scored as no points.)
- 3.7.7 Time stops when a contestant has landed, is in a standing position, and has fully disconnected the climbing line and friction hitch from the tree climbing saddle/harness.
- 3.7.8 A contestant who does not sound the horn or bell by hand before descending will not receive any points for completing the task or any additional points at the landing station, and additionally, no time points will be awarded. (2012)
- 3.7.9 A mark on the lower part of the tree shall be made to indicate the start of the landing zone. A contestant who touches the tree below that mark or other objects below the mark will be deemed to have landed and will receive no landing (bull's-eye) points for that station.

3.8 Scoring the Work Climb (80 possible points)

- 3.8.1 There will be either three or five Work Climb judges. When five judges are available, the high and low scores are thrown out, and the remaining three scores are averaged to provide the official score. (2013)**
- 3.8.2 Scoring for this event is based on two categories: assessment of work tasks completed and time.
- 3.8.3 Fifty potential points can be amassed including scoring points and judges' discretionary points.
- 3.8.4 No scoring points are awarded for any task not completed correctly. To receive scoring points at any of the work stations, you must physically contact the bell/horn with the handsaw, pole pruner, or hand as indicated.
- 3.8.5 Penalty points are levied for various infractions, including failure to use a lanyard correctly, failure to call a warning, failure to use the working end of the pole, and failure to properly re-hang the pole. (2012)
- 3.8.6 Judges award discretionary points at each station based on performance. Bonus points are awarded for good performance and penalty points are awarded for poor performance. (See bonus/penalty guidelines on score sheet).
- 3.8.7 A 3-point penalty and warning will be levied by the event head judge for unsafe acts, including uncontrolled swings, excess slack in the climbing line and high speed, or dangerous movements. A second unsafe act, as assessed by the event head judge, will result in disqualification.
- 3.8.8 The event is also timed with up to 30 potential time points.
- 3.8.9 The contestant with the fastest time earns 30 points.
- 3.8.10 Other contestants receive a 1-point deduction from the 30-point total for every 10 seconds their time exceeds the fastest time.
- ~~3.8.10 There is a predetermined time limit for this event. (2012)~~

- 3.8.11 If a contestant reaches the time limit and has not finished the event, or has not visited each work station, he/she will not receive any time points for the event and will only receive scoring points accumulated up to that point. Judges' discretionary points may be assigned up until the time limit is reached. (See Rule 3.2.8) (2012)

3.9 Penalties

Mandatory Penalties:

A mandatory penalty of 3 points will be deducted for each of the following violations:

- 3.9.1 Failure to call the audible warning at each work station including the landing station.
- 3.9.2 Failure to use work-positioning lanyard correctly when required. (2012)
- 3.9.3 Failure to use the working end of the pole pruner to ring the bell.
- 3.9.4 Failure to properly re-hang the pole pruner.

Discretionary Penalties:

Judges may use their discretion to assign up to 3 penalty points for the following violations:

- 3.9.5 Failure to maintain a taut climbing system.
- 3.9.6 Performing an uncontrolled swing.
- 3.9.7 High-speed or dangerous movement.

3.10 Disqualification

Mandatory Disqualifications:

A contestant will be disqualified by the event head judge for the following infractions:

- 3.10.1 Dropped piece of equipment. See Rule **2.2.32**
- 3.10.2 Any piece of equipment left in tree except the pre-installed climbing line.
- 3.10.3 Breaking of sizable branch (branch size to be decided prior to the event, at the judge's discretion).
- 3.10.4 Failure to remain tied in to the tree on at least one point of attachment.
- 3.10.5 More than 5 minutes late for event.
- 3.10.6 Misconduct.

Discretionary Disqualifications:

A contestant may be disqualified, at the discretion of the event head judge, for the following infractions:

- 3.10.7 Repeated or dangerous uncontrolled swing.
- 3.10.8 Repeated failure to use work-positioning lanyard correctly. (See Rule **2.2.36**)(2013)
- 3.10.9 Repeated failure to maintain a taut climbing system or climbing above the tie-in point.
- 3.10.10 Repeated high-speed or dangerous movement.

4 AERIAL RESCUE EVENT

4.1 Event Summary

The Aerial Rescue event is a timed event that tests the contestant's ability to climb to and safely lower a climber who is unable to descend without assistance. The event setup is the same for male and female contestants.

The event head judge will advise the contestants of the climber's (represented by a dummy) situation prior to the start of the event. An aerial rescue summary sheet explaining the injuries and details of the climber's situation will be provided to the competitors at the climbers' event walk-through. Contestants must perform a site safety assessment, a pre-climb assessment, and an onsite casualty assessment, and should use all relevant techniques to ensure that the rescue process does not exacerbate the situation. The injured climber (dummy) should be lowered as safely, carefully, and efficiently as possible.

The contestant, as first responder, will assume control of the site, take control of all relevant safety issues, and will contact local emergency services.

Prior to the event, contestants will be presented with a rescue scenario. See Appendix 3 for examples of event scenarios.

The injured climber (represented by a dummy) is installed in the tree with a regulation climbing line and saddle/harness approximately 20 to 25 feet (6 to 7.5 meters) above the ground. The contestant must enter the tree using a previously installed line located approximately 15 to 20 feet (4.5 to 6 meters) from the injured worker. Men are provided 5 minutes to complete the event, and women are provided 7 minutes.

4.2 Aerial Rescue Rules

- 4.2.1 Aerial Rescue contestants shall wear, at a minimum, the following equipment: climbing-style helmet, tree worker's saddle/harness, appropriate clothing and footwear, safety glasses, and a work-positioning lanyard.
- 4.2.2 Contestants must enter the tree using the installed line.
- 4.2.3 Contestants may not use the injured climber's line to enter into or descend from the tree.
- 4.2.4 Contestants must lower the injured climber on the injured climber's line or an approved line other than the contestant's own unless rule 4.2.5 is used. ~~that meets the requirements of rule 2.2.1. The contestant shall issue the audible warning, "stand clear," before lowering the injured climber safely to the ground. (2012)~~
- 4.2.5 When a rescue dummy is used and fitted with an approved independent fall arrest system during the event setup meeting the requirements of rule 4.2.6, the casualty may be transferred to and lowered on the contestant's climbing system, but the dummy must remain attached to the independent fall arrest system at all times. When using only the contestant's climbing system for lowering the casualty, the anchor point must be strong enough to hold the increased weight, and the descending system must be capable of properly managing the anticipated weight. (2012)
- 4.2.6 When using fall arrest equipment, a full body harness must be used and attached dorsally to the dummy. The fall arrest system must be manufactured to meet or exceed the minimum accepted industry safety standard and must be of the inertia reel type.

- The system must be calibrated to the weight of the dummy and drop tested prior to the event. (2012)
- 4.2.7 The contestant shall issue the audible warning; “stand clear,” before lowering the injured climber safely to the ground. (2012)
 - 4.2.8 Contestants must remain tied in on a separate climbing line or secured with a work-positioning lanyard throughout the event.
 - 4.2.9 Contestants may work off the pre-installed access **line (see 2.2.29 and 2.2.30)** or may carry another climbing line into the tree.
 - 4.2.10 Once a contestant has been identified to the judges, the contestant is asked if he or she has any questions and is reminded of the event requirements.
 - 4.2.11 Timing begins when the event head judge says “go” and instructs the contestant to proceed.
 - 4.2.12 Time is stopped when a contestant has lowered the injured climber (dummy) safely to the ground and has unclipped the climbing system from the injured climber’s (dummy’s) saddle/harness. **In the case of a scenario as outlined in 4.2.5, time is stopped when the dummy has been unclipped from the contestant’s climbing system. (2013)**
 - 4.2.13 If a contestant runs out of time before unclipping the injured climber from the climbing saddle/harness, the contestant must stop the climb and follow the instructions of the event head judge. ~~to exit the tree.~~ **(2013)**
 - 4.2.14 A contestant receives points only for tasks that were completed within the time limit. If the contestant times out, they **are eligible to** receive points in any of the scoring sections even if all of the tasks pertinent to that section have not been completed. **(2013)**
 - 4.2.15 If a contestant enters the tree using an **ascending technique NOT approved for descent or lateral movement secured footlock technique (Prusik loop or handled ascenders)**, the contestant must, if required, lanyard in, and then tie in with an approved climbing hitch before beginning to move laterally in the tree. The maximum allowable distance of the lateral movement prior to the contestant tying in with an approved climbing hitch will be pre-determined by the event head judge. The first offense will generate a warning; a second offense will generate a disqualification.(2012) **(2013)**
 - 4.2.16 A contestant may leave a piece of equipment in the tree provided the event head judge is informed before the climb. The head judge then makes arrangements to retrieve the equipment at the end of the contestant’s climb. (2012)
- 4.3 Scoring the Aerial Rescue (50 possible points)**
- 4.3.1 **There will be either three or five Aerial Rescue judges. When five judges are available, the high and low scores are thrown out, and the remaining three scores are averaged to provide the official score. (2013)**
 - 4.3.2 The Aerial Rescue is worth up to 50 points.

4.3.3 Up to 40 points are awarded in total for six scoring sections. Each scoring section is worth a maximum of 5 or 10 points as detailed below.

Pre-assessment:	10 points
Access and tie-in point:	5 points
Movement to casualty:	5 points
Handling of casualty:	10 points
Descent:	5 points
Touchdown:	5 points

4.3.4 Up to 10 bonus points may be awarded at the discretion of the judges for style, innovation, or safe work practices.

4.3.5 In case of a tie, the contestant with the fastest time wins. Time may also be used as a measure of efficiency.

4.3.6 A contestant who fails to finish within the time limit will be called to the ground and will receive only those points accumulated within that time. No bonus points will be awarded. Judges may award partial points in any of the scoring sections for tasks pertinent to that section that are completed.

4.4 Penalties

Mandatory Penalty:

4.4.1 Failure to issue an audible warning before descent – 3 point penalty.

4.5 Disqualification

Mandatory Disqualification:

A contestant will be disqualified for the following infractions:

4.5.1 Dropped piece of equipment. See Rule **2.2.32**

4.5.2 Failure to remain tied in to or secured to the tree.

4.5.3 Being more than 5 minutes late for event.

4.5.4 Misconduct.

4.5.5 Breaking of a sizable branch (branch size to be decided prior to the event).

4.5.6 Tampering with the dummy's independent fall arrest system. (See Rule 4.2.5 and 4.2.6). (2012)

Discretionary Disqualification:

A contestant may be disqualified, at the discretion of the judges, for the following infractions:

4.5.7 Repeated or dangerous uncontrolled swing.

4.5.8 Repeated unsafe actions. The first instance will result in a warning. The second instance will result in disqualification.

4.5.9 Repeated failure to use lanyard correctly or issue audible warnings. (2012)

4.5.10 Failure to maintain a taut climbing system, or climbing above the tie-in point.

4.5.11 High-speed or dangerous descent.

4.5.12 Breaking of a sizable branch (branch size to be decided prior to the event).

5 THROWLINE EVENT

5.1 Event Summary

The throwline is a timed event that tests the contestant's ability to accurately place a throwline and/or climbing line in a tree at heights between approximately 10 and 20 meters (32.8 and 65.6 feet). Contestants attempt to toss a throwline or climbing line through two of eight targets. Targets can be located in a single tree, four on each side; or in multiple trees as long as there are two distinct sets of four targets. The targets are worth 10, 7, 5, and 3 points, respectively, depending on the difficulty of the throw. Each contestant is allowed unlimited throws within 6 minutes, but a contestant can score in only one target on each side of the tree.

The lines may be manipulated in the tree. This includes attaching more than one throwline or climbing line together to perform manipulation techniques. A throw is considered legal and scores only when the line (throwline or climbing line) is isolated within the target area and both ends of the line are touching the ground, with no other limbs in between the two parts of the line. ('touching the ground' includes both ends of the line touching the contestant who is standing on the ground). Additional points may be earned for installing a climbing line through one target on each side of the tree. The climbing line must be pulled through the target with both ends of the rope touching the ground in order to score additional points. The value of these additional points depends on the difficulty of the throw. Installing a line in a 10 point throw is worth 5 additional points. Installing a line in a 7 point throw is worth 4 additional points, a 5 point throw - 3 points and a 3 point throw - 2 points. (2012)

5.2 Throwline Rules

5.2.1 A climbing-style helmet, safety glasses, and appropriate clothing and footwear must be worn at all times during this event.

5.2.2 The throwline or ~~rope~~ climbing line must be thrown by hand from within the predetermined throwing area. Once a line is installed, an approved flip-stick may be used to manipulate the throw line or climbing line into position. Devices such as the Big Shot, sling shots, or other mechanical devices may not be used in the throwline event. (2012)

5.2.3 Contestants may use up to three throwlines and up to two climbing lines.

5.2.4 Contestants may use equipment provided, or they may use their own throwlines and climbing lines if these have been approved by the judges.

5.2.5 A contestant tells the judges when he or she is ready to proceed and waits for the event head judge's signal to start. Time starts when the event head judge says "go" and instructs the contestant to proceed.

~~5.2.6 A contestant can throw either throwline or a climbing line. (2012)~~

5.2.6 A contestant can throw at any target, in any order, any number of times, and the throwline or climbing line can be manipulated into the desired position once it has been placed in the tree. If the throwline is outside the target, and a climbing line is attached and pulled into the target, but time runs out before both ends of the climbing line are on the ground, points for the throw will only be awarded if registered before time runs

- out. This includes attaching more than one throwline or climbing line together to perform manipulation techniques.
- 5.2.7 A throw is considered legal and scores only when the throwline or climbing line is isolated within the target area, ~~and~~ both ends of the line are touching the ground and the contestant has asked the event head judge to register the throw. The target area includes the width of the tape (from outside edge to outside edge). If a climbing line is thrown it scores the points for both the throw and the installation once the above conditions have been met. (2012)
- 5.2.8 If using a throwline, the contestant is required to attach the climbing line to the throwline and can manipulate both to pull the climbing line through the target and down to the ground, before the contestant can score additional points for installing a climbing line.
- 5.2.9 When asked by the contestant to register a throw, the judges will determine whether the throw meets the criteria in Rule 5.2.7.
- 5.2.10 If the judges decide that a throw is not legal, the contestant is notified and that throw is not registered. The burden is on the contestant to make sure the judges have accepted the throw as legal.
- 5.2.11 A contestant can score only twice (with one throw in each of the two sets of targets), and a throw can score only if it is legal and the judges are told to register it.
- 5.2.12 Once the judges are told to register a throw, it cannot be changed.
- 5.2.13 If a line gets stuck in the tree, the contestant has the option to stop trying to remove it and to use a second or third line to score. Before using a backup throwline or climbing line, a contestant must declare the line to be stuck and may not use or score with the stuck line thereafter during the **event**. Until the contestant declares the line stuck, any attempted throws will not be eligible for scoring. (2012)
- 5.2.14 If ~~all~~ three lines (throwlines and/ or climbing lines) get stuck, the contestant is not allowed to continue, and the score up until that time will count. (2012)
- 5.2.15 A contestant who breaks a limb larger than a minimum specified diameter and smaller than a maximum specified diameter **shall** be penalized 1 point for each broken limb, **unless it is determined by the event head judge that the break was not due to any unnecessary force being applied to the limb**. A third broken limb will result in disqualification. The minimum and maximum limb diameters to incur a 1 point penalty will be set by the event head judge prior to the beginning of the competition. **(2013)**
- 5.2.16 A contestant who breaks a limb larger than the predetermined maximum size **shall** be disqualified **unless it is determined by the event head judge that the break was not due to any unnecessary force being applied to the limb**. ~~at the discretion of the event head judge.~~ **(2013)**
- 5.2.17 After the second registered throw has been completed and/or the event finished, the contestant should immediately remove any lines from the tree or follow the instructions of the judges.
- 5.2.18 The final time is recorded when a contestant has successfully installed both climbing lines in the tree(s), when the contestant requests the time to stop, or when time has expired.

- 5.2.19 In the event of a tie, the contestant with the fastest time wins. If the final times are the same a second tie-breaker will be used, the 'first score time'.
- 5.2.20 The 'first score time' is recorded only for the purposes that it may be needed as a second tie-breaker. The 'first score time' is registered at the first time the contestant asks for either a throwline or climbing line to be registered. In the event of a tie, the competitor with the fastest 'first score time' will win.
- 5.2.21 Contestants will be provided 6 minutes to set up and complete the event unless, at the discretion of the event head judge, an alternative time limit is set.
- 5.2.22 Contestants must install at least one climbing line over one of the targets within the time limit. A contestant who does not install a climbing line will be penalized 3 points from the score accumulated before time expired.
- 5.2.23 A contestant whose climbing line becomes detached and falls from the throwline before it is placed in the target area and declared legal will not be disqualified for dropped equipment. ~~The audible warning, "stand clear," shall be called.~~ (2012)
- 5.2.24 If the throwline was not declared a legal score before the climbing line was dropped, the contestant may re-throw the throwline.
- 5.2.25 A contestant who cannot reach a declared and legally scored throwline and re-attach it to the climbing line is finished with that side of targets. The contestant will receive points only for the declared and legally scored throwline.
- ~~5.2.26 A contestant cannot score less than 0 in this event. (2013)~~**
- 5.2.26 If a contestant's throwline or throw weight becomes stuck in the tree during the competition, or if the throwline or throw weight is stuck after time runs out, he or she will be assessed a 1-point penalty for each throwline or throw weight that is stuck. A "stuck line" is defined as any line that is declared stuck by the contestant or cannot be retrieved by the contestant from the ground immediately after the event time has expired.
- 5.2.27 If a contestant's throw weight and/or climbing line leaves the flagged area during a throw, while being manipulated or otherwise removed from the tree, a 3-point penalty is assessed. A second offense will result in disqualification from the event. **~~If only the contestant's throwline leaves the flagged area a 1 point penalty is assessed for each offense. A third offense will result in disqualification. (2013)~~**
- 5.2.28 Once a contestant has made a scoring throw into a target, the contestant may not attempt to score with another throwline until the first throwline has been registered with the judges or removed from the target. The same applies for climbing lines. (2012)
- 5.2.29 If a contestant attempts another throw before removing or registering the prior throw, that throw and the prior throw are disqualified.
- 5.2.30 Contestants shall issue the audible warning, "stand clear," and receive confirmation of "all clear" from the event head judge before throwing or removing a throwline with the throw weight attached. An audible warning shall also be issued before manipulation of the throwline when the possibility of accidental removal of the throw weight exists. ~~Contestants shall issue an audible warning when removing a throwline with the throw weight removed.~~ Failure to issue audible warnings will result in a 1-point deduction for each infraction of this rule. Two 1-point audible penalty warnings will be issued. The third offense will result in a disqualification. (2012)

5.3 Scoring the Throwline (30 possible points)

- 5.3.1 Contestants may register a maximum of two throws with the judges.
- 5.3.2 The time taken to legally register the first score will be recorded, as well as the time to legally register both throws (and/or also install the climbing lines) (2012)
- 5.3.3 The highest (or most difficult) target scores 10, the middle targets score 7 and 5 respectively, and the lowest (or easiest) target scores 3.
- 5.3.4 Additional points can be scored for installing a climbing line over one target in each set. Installing a climbing line in a 10 point throw is worth 5 points, a 7 point throw is worth 4 points, a 5 point throw is worth 3 points; and a 3 point throw is worth 2 points.
- 5.3.5 A 3-point penalty is assessed to any contestant who does not install at least one climbing line within the time limit provided.
- 5.3.6 A contestant can score a maximum of 20 points for hitting the targets (10 on each side of the tree) and an additional maximum of 10 points (5 on each side of the tree) for installing climbing lines. (2012)
- 5.3.7 A contestant's final placing is based on score, with the highest point total determining the winner.
- 5.3.8 In the event of a tie, the contestant with the fastest time is the winner. If the times are identical, the contestant with the fastest first score time is the winner. Example scoring:

Contestant A

Scores 10 points for hitting the top target, and 5 points for installing a climbing line on the first side, and an additional 5 points for hitting a middle target on the other side of the tree, but runs out of time before installing the climbing line. Contestant A scores $10 + 5 + 5 = 20$ points; time 6:00 minutes.

Contestant B

Scores 7 points for hitting a middle target and an additional 4 for installing a climbing line on the first side. The contestant then scores 3 points for hitting the lowest target on side two and scores an additional 2 for installing the rope in the second target area. Contestant B finishes the event in 3:54. Contestant B scores $7 + 4 + 3 + 2 = 16$ points; time 3:54 minutes.

Contestant C

Scores 10 points on the first side and then scores an additional 10 points on the other side but runs out of time before installing a climbing line. Contestant C receives a 3-point deduction for not installing a climbing line. Contestant C scores $10 + 10 - 3 = 17$ points; time 6:00 minutes.

Contestant D

Scores 10 points for hitting the top target and an additional 5 for installing the climbing line over the target. Contestant D then receives a one point penalty for a stuck throwline but rebounds and scores 3 points for a throw on the low target on the second side of the tree. At this point, Contestant D decides to register a final score with the event head judge with a total time of 5:46. Contestant D scores $10 + 5 + 3 - 1 = 17$; time 5:46 minutes.

Contestant placing would be A-1st, D-2nd, C-3rd, B-4th

5.4 Penalties

Mandatory Penalties:

A contestant will be penalized for the following infractions:

- 5.4.1 3-point penalty for not installing a climbing line.
- 5.4.2 1-point penalty for each stuck throwline or throw weight. Refer to 5.2.27 for definition of "stuck throwline".
- 5.4.3 3-point penalty for failing to control the throw weight or climbing line landing outside the flagged area.

~~5.4.4 1-point penalty for each throwline (only) leaving the flagged area. (2013)~~

- 5.4.4 1-point penalty for breaking a limb within the diameter range designated by the event head judge prior to the beginning of the competition. Up to two 1-point penalties will be allowed. A third broken limb within the specified diameter range will result in disqualification.
- 5.4.5 1-point penalty for each failure to issue an audible warning and receive confirmation of "all clear" from the event head judge before throwing or removing any throwline. Up to two 1-point penalty warnings will be audibly issued by the event head judge. The third offense will result in a disqualification.

5.5 Disqualification

Mandatory Disqualification:

A contestant will be disqualified for the following infractions:

- 5.5.1 Being more than 5 minutes late for event.
- 5.5.2 Two throws (throwlines with weights attached or climbing lines) that land outside the flagged area. (2012)

~~5.5.3 Three throwlines (only) that land outside the flagged area. (2013)~~

- 5.5.3 Failure to issue an audible warning (third offense).
- 5.5.4 Misconduct.
- 5.5.5 A third offense for breaking a limb within the diameter range as set by the event head judge prior to the beginning of the competition.

Discretionary Disqualification:

A contestant may be disqualified, at the discretion of the judges, for the following infractions:

- 5.5.6 Breaking of a limb larger than the maximum diameter designated by the event head judge prior to the beginning of the competition.

6 BELAYED SPEED CLIMB EVENT

6.1 Event Summary

The Speed Climb tests the contestant's ability to climb a predetermined route from the ground to about 60 feet (18 meters) up a tree with a belayed climbing system for safety. The event is timed, and the contestant who reaches and rings the final bell of the course, in the least amount of time wins. There could be more than one bell placed in the tree to determine the route; in such an event, the climber must ring all the bells in order to complete the event.

6.2 Belayed Speed Climb Rules

- 6.2.1 A climbing-style helmet, approved tree-climbing saddle/harness, safety glasses, and appropriate clothing and footwear must be worn at all times during this event.
- 6.2.2 Contestants must be tied in with an approved climbing line and friction hitch or device at all times. The contestant may be belayed by a technician or self-belayed as directed by the event head judge.
- 6.2.3 Contestants signal the judges when ready and wait for the event head judge to signal that the judges are ready to begin.
- 6.2.4 The judges start the clock when a contestant's second foot leaves the ground.
- 6.2.5 The judges stop the clock when a contestant rings the final bell.
- 6.2.6 Contestants must follow the predetermined route and remain tied in at all times.
- 6.2.7 After completing the climb, a contestant is responsible for bringing the line back down the tree to set the course for the next contestant.
- 6.2.8 When technician belayed, a contestant may not use the section of the climbing line from the termination attachment on the climbing saddle/harness to the top pulley block (the lead of the rope) to advance their position. If this section of the climbing line is used to advance position, the first offense will generate a warning; a second offense will generate a disqualification.
- 6.2.9 Contestants may use the section of the climbing line from the top pulley block to the ground (the fall of the rope) to aid the climb, or lines set in the tree exclusively to aid in ascent.
- 6.2.10 A contestant who breaks a limb larger than the predetermined maximum size may be disqualified at the discretion of the event head judge.
- 6.2.11 Three stopwatches are used, and the time is recorded to the hundredth of a second.
- 6.2.12 The three times are averaged to produce the final time.

6.3 Scoring the Belayed Speed Climb (20 possible points)

- 6.3.1 **There will be either three or five Belayed Speed Climb timers. When five timers are available, the high and low times are thrown out, and the remaining three times are averaged to provide the official time. (2013)**
- 6.3.2 The event is based purely on time.
- 6.3.3 The fastest contestant to the top is the winner and receives 20 points.

6.3.4 The remaining contestants' scores are calculated by subtracting the fastest contestant's time (in seconds) from the times of each of the other contestants.

6.3.5 For every 2-second difference in time between those scores, 1 point (of the 20 possible points) is deducted from the contestant's score.

~~6.3.5 No more than 20 points may be earned or deducted for this event. (2013)~~

Example scoring:

The fastest contestant completes the climb in 2 minutes, 27.46 seconds (147.46 seconds).

The second-fastest contestant completes the climb in 2 minutes ,41.82 seconds (161.82 seconds).

Time difference = 14.36 seconds = 7.18 point deduction

The fastest contestant receives 20 points.

The second-fastest contestant receives 12.82 points (20-7.18).

6.4 Disqualification

Mandatory Disqualification:

A contestant will be disqualified for the following infractions:

6.4.1 Second infraction of using the lead of the rope to advance position. See Rule 6.2.8.

6.4.2 Dropping a piece of equipment. See Rule **2.2.32**.

6.4.3 Failure to remain tied in.

6.4.4 Being more than 5 minutes late for event.

6.4.5 Misconduct.

Discretionary Disqualification:

A contestant may be disqualified, at the discretion of the event head judge, for the following infractions:

6.4.6 Dangerous uncontrolled swing.

6.4.7 Leaping or jumping creating excessive slack

6.4.8 Breaking of a sizable branch (size of branch to be determined prior to the event).

7 SECURED FOOTLOCK

7.1 Event Summary

The Secured Footlock measures the contestant's ability to perform a vertical ascent into a tree using a Prusik hitch or other approved friction hitch for fall protection and the footlock rope-climbing method on a doubled climbing line. The heights are 15 meters (49 feet, 2.5 inches) for the men's event and 12 meters (39 feet, 4.5 inches) for the women's event. The finishing bell shall be installed 38 cm (15 inches) **horizontally** from the competitor's line. Mechanical ascenders may not be used. The event is timed with a maximum time limit of 60 seconds, and the contestant with the fastest time wins. **(2013)**

A footlock world record may be attempted during either the preliminary event or during a stand-alone event. However, for a world record footlock time to stand, all the criteria for a world record attempt as outlined in Appendix 1 must be met. (2012)

7.2 Secured Footlock Rules

- 7.2.1 A climbing-style helmet; figure-8 descender or other approved descending device; approved tree-climbing saddle/harness, and/or fall-protection harness with a dorsal attachment; safety glasses; and appropriate clothing and footwear must be worn at all times during this event.
- 7.2.2 Contestants may use the installed line provided for the event or replace the line with an approved climbing line of the contestant's choice.
- 7.2.3 Contestants advise the judges when ready and wait for the event head judge to signal that the judges are ready to proceed.
- 7.2.4 The judges start the clock when a contestant's second foot leaves the ground.
- 7.2.5 The judges stop the clock when a contestant rings the bell at the top of the climb, either by hitting or shaking it with his or her hand.
- 7.2.6 If a contestant does not reach the bell/buzzer within the 60-second time limit, the event head judge will instruct the contestant to stop and descend to the ground. The contestant will receive no points.
- 7.2.7 An impartial belayer provides belay for the contestant during the climb.
- 7.2.8 Contestants must keep the belay line attached to the harness and remain on belay at all times while participating in this event.
- 7.2.9 Contestants must use a Prusik hitch or another approved non-mechanical fall-protection system during the climb. ~~A contestant shall not wrap the Prusik cord around his/her arm.~~ (2013)
- 7.2.10 Contestants must perform an "on-rope test" to demonstrate the effectiveness and adjustment of the fall-arrest safety equipment.
- 7.2.11 During the ascent, the contestant may not place his/her hand on or above the friction hitch. For the descent, the climber may place his/her hand on the friction hitch to disable it, only after an approved descending system (Figure 8) has been installed and the climber has communicated with the belayer his/her intent to change over to the descending system to return to the ground.
- 7.2.12 Contestants must use an approved descending device such as a figure 8 for the descent. Contestants must not descend on the friction hitch (Prusik, Klemheist).
- 7.2.13 Equipment such as a carabiner may be attached to a contestant's boots in order to keep the climbing line close to the feet.
- 7.2.14 Contestants are required to remain on belay at all times during the descent.
- 7.2.15 Electronic timers specifically designed to start when a contestant's foot leaves the ground and stop when the handbell is activated by a contestant's hand are used to record time to the hundredth of a second and are used as the official final time. Three **or five** stopwatches are also used to record the time to the hundredth of a second to back up the electronic timer. If the electronic timer malfunctions, the three stopwatch times are averaged to produce the official final time. **If five stopwatches are used, the**

highest and lowest times are discarded and the three remaining times will be averaged. (2013)

7.2.16 The three manual times recorded must have no more than 50/100ths of a second difference between the fastest and slowest time to qualify for recording. When times fall outside this range the time with the greatest difference from the middle time will not be recorded and the two remaining times will be averaged providing there is no greater than 50/100ths of a second difference between them. In the event of more than one stopwatch falling outside this range no time can be recorded. (2012)

7.2.17 If a valid scoring time cannot be confirmed, the competitor shall be offered the opportunity to re-run the event at a later time during the competition. (2013)

7.3 Scoring the Secured Footlock (20 possible points)

7.3.1 There will be either three or five Secured Footlock timers. When five timers are available, the high and low times are thrown out, and the remaining three times are averaged to provide the official time. (2013)

7.3.2 The event is based purely on time.

7.3.3 Contestants who do not reach the bell/buzzer within 60 seconds will receive no points.

7.3.4 The fastest contestant to the top is the winner and receives 20 points.

7.3.5 The remaining contestants' scores are calculated by subtracting the fastest contestant's time (in seconds) from the times of each of the other contestants.

7.3.6 For every 1-second difference in time between those scores, 1 point (of the 20 possible points) is deducted from the climber's score.

~~7.3.6 No more than 20 points may be earned or deducted in this event. (2013)~~

Example scoring:

The fastest contestant (A) completes the climb in 0:12:49 seconds.

The second-fastest contestant (B) completes the climb in 0:13:32 seconds.

(B) 13.32 minus (A) 12.49 = 00.83-point deduction.

This contestant's score is $20 - 0.83 = 19.17$.

The tenth-fastest contestant (C) completes the climb in 0:35:29 seconds.

(C) 35.29 minus (A) 12.49 = 22.80-point deduction. This contestant's score is $20 - 22.80 = 0$.

7.4 Penalties

Mandatory Penalty

A contestant will be penalized for the following infractions:

7.4.1 A 3-second penalty will be added to the contestant's time for placing his or her hands on or above the friction hitch.

7.5 Disqualification

Mandatory Disqualification

A contestant will be disqualified for the following infractions:

- 7.5.1 Dropped piece of equipment. See Rule **2.2.32**.
- 7.5.2 A second offense of the contestant placing his or her hands on or above the friction hitch (Prusik, Klemheist).
- 7.5.3 Being more than 5 minutes late for the event.
- 7.5.4 Misconduct.

8 MASTERS' CHALLENGE

8.1 Event Summary

The Masters' Challenge is the championship round of the competition. The top men and top women finishers from the preliminary round advance to the Masters' Challenge to compete for the title. The Masters' Challenge is designed to judge the contestants' overall productivity and skill with a rope and saddle/harness in the tree. Contestants are judged and scored on their knowledge and their ability to demonstrate mastery of different climbing techniques, use of equipment, poise in the tree, and safe working practices.

At the event head judge's signal, "Go," a contestant enters the designated work area. The contestant must perform a **visual tree assessment, pre-climb inspection of the tree**, install any necessary climbing and/or belay equipment, and then enter the tree. The contestant proceeds to three or four work stations in the tree. In some situations, a fourth station may be added to increase the difficulty of the climb and provide additional opportunity for the judges to assess a contestant's abilities.

At **each of three of four stations**, the contestant must ring a bell with a handsaw before continuing to the next station. ~~Two or three bells must be rung using a handsaw and one with a pole pruner hanging in the tree at that station.~~ One of the stations is equipped with a plumb bob suspended from the limb. If a contestant puts too much weight on the limb, causing the plumb bob to drop and activate a buzzer, no points are earned for completing the activity. A maximum time to complete the event is specified in advance. The climb is timed to assess overall productivity, but the Masters' Challenge is not a speed event. (2012) **(2013)**

8.2 Masters' Challenge Rules

- 8.2.1 Masters' Challenge contestants shall wear the minimum equipment of a climbing-style helmet, handsaw and scabbard, tree worker's saddle/harness, appropriate clothing and footwear, safety glasses, and safety work-positioning lanyard.
- 8.2.2 A contestant may not leave the pre-designated area or bring in equipment from outside the pre-designated area once the official timing has begun.
- 8.2.3 All personal equipment shall meet the requirements of 2.2.1.
- 8.2.4 The number of contestants who advance to the Masters' Challenge at the international competition depends on the total number of competitors in the event. For competitions with 30 or fewer, three advance; 31 to 40, four advance; 41 or greater, five advance.

- 8.2.5 If one of the top competitors is unable to participate, the contestant with the next highest score may climb as an alternate, at the discretion of the head judge.
- 8.2.6 Once the top contestants have been determined, the head judge sets the order in which the contestants climb. The top finisher is given first choice, followed in order of finish during the preliminary round.
- 8.2.7 Contestants are then sequestered until it is time for each individual contestant to climb. Contestants are sequestered where they cannot visually or audibly benefit until it is time for each individual contestant to climb.
- 8.2.8 A contestant shall not witness or listen to comments about another contestant's climb before the time he or she is scheduled to climb, but may watch after completing his or her own climb. For example, the second contestant may not watch the first contestant, but the first contestant may watch the second.
- 8.2.9 The head judge shall set an adequate time limit for a contestant to set up, install a climbing line, perform the climb, and remove all climbing equipment from the tree. This time shall be established and announced before the event begins.
- 8.2.10 Official timing begins when the event head judge says "Go" and instructs the contestant to proceed.
- 8.2.11 Official timing stops when a contestant returns to the ground and successfully removes all equipment installed during the event (including all throwlines/throw weights, climbing lines, belay equipment, and climbing hardware). Equipment is considered removed from the tree when it is completely out of the tree and on the ground.
- 8.2.12 If a contestant does not complete the climb within the time limit, the score received to that point is used as the contestant's score. A contestant will be called to the ground by the event head judge if the time limit elapses or safety standards are violated.
- 8.2.13 If a contestant fails to remove all the equipment in the tree within the time limit, a 20-point penalty will be assessed.
- 8.2.14 The event is timed as a means of assessing overall productivity. Time will count as a tiebreaker in the case of identical scores.
- 8.2.15 Previously installed climbing lines are not permitted in this event.
- 8.2.16 A contestant receives 10 points for installing the throwline on the first attempt. Each throw attempt thereafter will be worth 2 points less, with the fifth attempt worth 2 points. Additional throw attempts will receive 0 points. **If more than one access line or climbing line is set by the contestant, points for installing the throwline will only be awarded for the first access or climbing line set. (2013)**
- 8.2.17 The tree is divided into five sections for scoring the setting of the throwline in the tree. A contestant receives 1 point for installing the throwline in the lowest section and 5 points for the highest section. A contestant who utilizes more than five throws to install a throwline shall receive no height points.
- 8.2.18 If a contestant's throwline with weight attached ~~and/or throw weight~~ leaves the flagged area during a throw, while being manipulated or otherwise removed from the tree, a warning will be issued. A second offense will result in disqualification from the event. ~~If three throwlines only without weight attached leave the flagged area, the third offense will result in disqualification.~~ (2012) **(2013)**

- 8.2.19 A contestant may receive up to 3 additional points, awarded at the discretion of the judges, for creative technique and/or skill displayed while setting the throwline. A contestant who utilizes more than five throws to install a throwline may receive bonus points if applicable.
- 8.2.20 From the tie-in point, the contestant proceeds to three or four work stations identified with a visible marker and a bell within the tree.
- 8.2.21 Each contestant may choose the route and order in which to approach the work stations.
- 8.2.22 At each station, a contestant must demonstrate the ability to work freely with both hands.
- 8.2.23 A contestant is awarded **up to 10 points** for successfully completing each of the following activities:
- a. Hand-bell stations: Contestant is required to ring bell with a handsaw.
 - b. **Limb toss station:** Contestant is required to **first** ring bell and **then to throw a limb at a designated target. If unsuccessful, a contestant may throw a second or third limb. Only one throw will be scored. No points will be awarded if the bell is not rung prior to throwing the limb. See Rule 3.4.1 for limb size and target size specifications. (2013)**
 - c. Weighted station: Contestant must ring the bell with a handsaw without activating the alarm. This station may also be called the plumb station. A weight is suspended from the limb approximately 12 to 36 inches (30.5 to 90.5 centimeters) above ground. The contestant must ring the bell with a handsaw without allowing the weight to hit the ground. If the weight hits the ground or activates the alarm, the contestant does not receive the 10 points for successfully completing the activity at that station.
 - d. No completion points are awarded at stations where a contestant fails to correctly complete the required activity. (2012)
- 8.2.24 Each contestant is scored on the criteria identified on the official score sheet.
- 8.2.25 A contestant will be disqualified for dropping a piece of equipment while working aloft. When the contestant is working on the ground during the official timed period (i.e., setting or removing lines or equipment in the tree), equipment that hits the ground will not incur an automatic disqualification. Rather, these infractions shall be judged using the appropriate sections of the score sheet. Safe use of equipment such as throwbags and various friction-reducing devices should be rewarded. A contestant who removes equipment (i.e., throwbags, friction-reducing devices, ropes) from the tree in an uncontrolled or unsafe manner shall be penalized. It shall be up to the discretion of the judges whether the infractions were deemed accidental or intentional and penalties levied accordingly. An unsafe act may result in disqualification.

8.3 Scoring the Masters' Challenge (up to 300 possible points)

- 8.3.1 **There will be either three or five Masters' Challenge judges. When five judges are available, the high and low scores are thrown out, and the remaining three scores are averaged to provide the official score. (2013)**

- 8.3.2 The judges score a contestant's movements from the time the official time begins until the contestant finishes all the work stations, returns to the ground, and successfully removes all equipment installed during the event, or runs out of time, or is disqualified.
- 8.3.3 A contestant receives points only for tasks that were completed within the time limit. If the contestant times out, he/she should receive points in any of the scoring sections even if all of the tasks pertinent to that section have not been completed. (2013)**
- 8.3.4 Individual score sheets are provided to each of the scoring judges for each of the contestants.
- 8.3.5 **Preliminary points do not carry over to the Masters' Challenge.** The overall winner of the competition will be the contestant with the highest point total in the Masters' Challenge. ~~(2013)~~

8.4 Penalties

Mandatory Penalties

A contestant will be penalized for the following infractions:

- ~~8.4.1 A mandatory 10-point deduction will be assessed at any and every work station when the activity at that work station is not completed correctly. (See Masters' Challenge score sheet, item F, under Work Stations). (2013)~~
- 8.4.1 A mandatory 20-point deduction will be assessed for failing to retrieve all equipment within the time limit.

Discretionary Penalties

Judges may use their discretion for the following infractions:

- 8.4.2 A contestant can receive up to a 5-point deduction for any of the following: unsafe acts, poor performance, or poor techniques.

8.5 Disqualification

Mandatory Disqualification

A contestant will be disqualified for the following infractions:

- 8.5.1 Dropping a piece of equipment while working aloft. See Rule **2.2.32**.
- 8.5.2 Failure to remain tied in to the tree on at least one point of attachment.
- 8.5.3 A second offense of the contestant's throwline and/or throw weight leaving the flagged area.
- 8.5.4 Being more than 5 minutes late for event.
- 8.5.5 Misconduct.
- 8.5.6 Leaving the pre-designated area or bringing in equipment from outside the pre-designated area once the official time has begun.

Discretionary Disqualification

A contestant may be disqualified, at the discretion of the judges, for the following infractions:

- 8.5.7 Repeated or dangerous uncontrolled swing.
- 8.5.8 Failure to maintain a taut climbing system or climbing above the tie-in point.
- 8.5.9 High-speed or dangerous descent.
- 8.5.10 Breaking of a sizable branch (branch size to be decided prior to the event).
- 8.5.11 Unsafe techniques while installing or removing equipment from the tree.

8.6 Potential Bonuses

8.6.1 A contestant may receive up to 5 additional bonus points, at the judges' discretion, for each of the following (for a total of 15 potential bonus points):

- Overall demonstration of skill, style, and presentation throughout the climb.
- Use of innovative techniques and equipment.
- Overall demonstration of safe work practices and techniques, including visual tree assessment.

APPENDIX 1

WORLD-RECORD ATTEMPT FOR SECURED FOOTLOCK

The following criteria must be met in order for a chapter or other group to sponsor a Secured Footlock event for the purposes of setting a new world record.

1. A current member of an ITCC Committee (Rules, Operations, Technical, ETCC/NATCC/APTCC) serves as an independent judge.
2. The chapter or associate organization undertaking the attempt must arrange for an appropriate ITCC committee member to be present and pay all associated costs. (2012)
3. All equipment used by the climbers and officials must satisfy the requirements listed in the current ITCC rules and regulations.
4. The rules for the Secured Footlock event (ITCC rules 7.1 - 7.5.4) must be followed.
5. When electronic timing is used, an additional three manual timings by stopwatch must be taken as a backup in case of failure of the electronic timing device. If the electronic device fails, the three manual times will be added together and an average time recorded. The three manual times recorded must have no more than 50/100ths of a second difference between the fastest and slowest time to qualify for recording. If times fall outside this range, no world record time can be recorded.(2012)
6. When only manual timing is used, five stopwatches must be used, and the highest and lowest times are discarded. The three remaining times will be added together and an average time recorded. The three manual times recorded must have no more than 50/100ths of a second difference between the fastest and slowest time to qualify for recording. If times fall outside this range, no world record time can be recorded. (2012)
7. A world record time will not be considered official until the request for validation form (attached) has been completed, returned to the ITCC staff liaison at ISA headquarters, and signed by the ITCC Committee Chair. (2012)

**INTERNATIONAL SOCIETY OF ARBORICULTURE
SECURED FOOTLOCK WORLD-RECORD ATTEMPT EVENT REQUEST**



Event Information

Name of Chapter/Organization _____

Name of Event _____

Address of Event _____

State/Province, Country _____

ITCC Committee Member who will be present _____

Date Event to be held _____

Contact Information

Chapter/AO President's Name: _____

Chapter/AO President's Signature: _____

Address: _____

Phone Number: _____ (Include international code) E-Mail: _____

Local TCC Chairperson's Name: _____

Local TCC Chairperson's Signature: _____

Address: _____

Phone Number: _____ (Include international code) E-Mail: _____

Send this request to:
ITCC Staff Liaison
ISA
P.O. Box 3129,
Champaign, IL 61826-3129, U.S.A.



**INTERNATIONAL SOCIETY OF ARBORICULTURE
SECURED FOOTLOCK WORLD-RECORD ATTEMPT
REQUEST FOR VALIDATION**

EVENT:

LOCATION:

DATE:

I request ISA validation for a 50-foot men's (15 meters) or 40-foot (12 meters) women's Secured Footlock world-record attempt by: _____ (Climbers Name)

Chapter president's or TCC Local Chairperson's signature: _____ Date: _____

I confirm that the height to the lowest point of the bell was verified by me prior to the attempt taking place, and that its height was _____.

Operations/Rules Committee Member: _____ Date: _____

I confirm that the electronic time I recorded for this attempt is a true and valid time of

Electronic Timer's Signature _____ Recorded Time _____

I confirm that the manual time I recorded for this attempt is a true and valid time of

Timer #1 Signature _____ Recorded Time _____

I confirm that the manual time I recorded for this attempt is a true and valid time of

Timer #2 Signature _____ Recorded Time _____

I confirm that the manual time I recorded for this attempt is a true and valid time of

Timer #3 Signature _____ Recorded Time _____

I confirm that the manual time I recorded for this attempt is a true and valid time of

Timer #4 Signature _____ Recorded Time _____

I confirm that the manual time I recorded for this attempt is a true and valid time of

Timer #5 Signature _____ Recorded Time _____

I confirm I was present at this attempt and verify that the times recorded above are correct for the attempt made by _____ (Climber's Name)

Operations/Rules Committee Member Signature: _____ Date: _____

World Record Attempt – Average Recorded Time: _____

Climber's Name _____	
Address _____	Phone _____
_____	E-mail _____

OPERATIONS/RULES COMMITTEE MEMBER

Name _____

Address _____ Phone _____

_____ E-mail _____

Electronic Timer

Name _____

Address _____ Phone _____

_____ E-mail _____

Manual Timer #1

Name _____

Address _____ Phone _____

_____ E-mail _____

Manual Timer #2

Name _____

Address _____ Phone _____

_____ E-mail _____

Manual Timer #3

Name _____
Address _____ Phone _____
_____ E-mail _____

Manual Timer #4

Name _____
Address _____ Phone _____
_____ E-mail _____

Manual Timer #5

Name _____
Address _____ Phone _____
_____ E-mail _____

*World record validation process is not complete until reviewed by the ITCC Committee

ITCC Committee Use Only

Attending ITCC Committee Member Signature _____ **Date** _____

ITCC Committee Chairmen Signature _____ **Date** _____

Following verification send to:

ITCC Staff Liaison
ISA
P.O. Box 3129,
Champaign, IL 61826-3129, U.S.A

Copies:

ITCC Committee Members
Local Chapter President
TCC Local Chair
Contestant

APPENDIX 2

ITCC Head-To-Head Secured Footlock Event Summary

The Head-to-Head Secured Footlock is a stand-alone event. A 'Head-to-Head' Secured Footlock event may take place at any competition held under the auspices of ISA.

Up to eighteen climbers (no more than 12 may be men) compete in the Head-to-Head Secured Footlock. The climbers are those who scored in the top places at the previous day's Secured Footlock. If the top **finishers** from the Secured Footlock do not wish to compete in the Head-to-Head Secured Footlock, the position will be offered to the next-fastest climber, and so on.

The Secured Footlock measures a contestant's ability to perform a vertical ascent into a tree using a Prusik hitch or other approved friction hitch for fall protection and the footlock rope-climbing method on a doubled climbing line. The heights are 15 meters (49 feet, 2.5 inches) for the men's event and 12 meters (39 feet, 4.5 inches) for the women's event. Mechanical ascenders may not be used. The event is timed, and the contestant with the fastest time wins.

In the Head-to-Head Secured Footlock, two climbers compete at a time on separate climbing systems, with separate timing systems in use.

All equipment used by the climbers and officials must satisfy the requirements listed the current ITCC rules and regulations.

The rules for the Secured Footlock event (ITCC rules section 7.2.1 –7.2.17, 7.3.1, and 7.4.1–7.5.4.) must be followed.

When electronic timing is used, an additional three manual timings by stopwatch must be taken as a backup in case of failure of the electronic timing device. If the electronic device fails, the three manual times will be added together and an average time recorded. The three manual times recorded must have no more than 50/100ths of a second difference between the fastest and slowest time to qualify for recording. If times fall outside this range, no world record time can be recorded. (2012)

When only manual timing is used, five stopwatches must be used, and the highest and lowest times are discarded. The three remaining times will be added together and an average time recorded. The three manual times recorded must have no more than 50/100ths of a second difference between the fastest and slowest time to qualify for recording. If times fall outside this range, no world record time can be recorded. (2012)

IF ALL REQUIREMENTS OF APPENDIX 1 (WORLD-RECORD ATTEMPT FOR SECURED FOOTLOCK) ARE MET, TIMES WILL BE RECORDED AS WORLD RECORDS.

APPENDIX 3

Aerial Rescue

Event Scenario Example

The event committee should write an Aerial Rescue scenario for their individual event. The scenario should be kept confidential prior to the competition and be outlined for the competitors during the event walk-through meeting prior to the start of the competition.

The following are examples of possible Aerial Rescue event scenarios:

Example #1 –

Weather conditions - 95° F (35° C) sunny / high humidity

Situation- You notice that the climber is not moving in the tree.

Climber condition- The climber is conscious, breathing hard, and his face is red. He is also having trouble communicating.

Example #2 –

Weather conditions – 59° F (15° C) Cloudy and wet

Situation- A climber has slipped and fallen while moving through the tree. He has taken a violent swing fall hitting the main trunk

Climber condition- The climber is conscious but is holding his left arm. He is in pain and is unable to descend from the tree.

Example #3 –

Weather conditions –70° F (21° C) Sunny

Situation- A climber is working in a takedown situation, and has cut the back of his left leg with a chainsaw.

Climber condition- The climber is unable to stop the bleeding while in the tree.

Appendix 4

Guidelines for divisions with One or Two Competitors

In the event that there are only one or two competitors in a division (male or female) at the chapter level, the potential climber representative shall be deemed to be eligible to compete at ITCC if s/he meets the criteria listed below during the chapter competition.

In the event that there are three or more climbers at the chapter level (in either division), the criteria below do not apply.

- Competitor must attempt each of the five preliminary events
- Competitor must score points in three of the five events
- Competitor must successfully complete at least two stations in the work climb (excluding the landing station) before time runs out, then descend to the ground in a controlled manner and detach from their climbing system thus demonstrating an ability to safely move through the tree.
- Competitor must attempt a Masters' Challenge climb and must at the minimum set a climbable line, enter the tree, and reach one station before timing out.

When there are three or more competitors the winner shall be determined by points alone. Provided s/he can demonstrate the ability to compete safely, the climber with the most points shall be deemed eligible for ITCC regardless of the level of skill demonstrated.

The intention of these criteria is to provide any serious competitor, regardless of his or her degree of experience or time in the field, with an opportunity to rise to the challenge of competing at the international level.