

INTERNATIONAL TREE CLIMBING CHAMPIONSHIP

WORK CLIMB

Revised 2013

Required Equipment

- ☐ Safety glasses
- ☐ Climbing-style helmet
- ☐ Appropriate footwear
- ☐ Approved climbing saddle/harness
- ☐ Approved climbing line
- ☐ Approved handsaw and scabbard
- ☐ Approved work positioning lanyard
- ☐ Appropriate clothing

Disqualified

- ☐ Lost or dropped PPE or piece of equipment
- ☐ Equipment left in tree (Rule 3.10.2)
- ☐ Performed unsafe practice
- ☐ Broke sizeable branch
- ☐ Late for event
- ☐ Unsafe Act
- ☐ Misconduct

Discretionary Points Guidelines

- 3 - Exemplary performance
- 2 - Very Good performance
- 1 - Efficient, well planned
- 0 - Average performance
- 1 - Below Average performance
- 2 - Poor performance
- 3 - Unsafe performance/practice

WORK STATIONS (+50 points possible)

Entries in shaded boxes (Scoring points and Unsafe Acts) must be the same for all judges

Handsaw Station

Completed task (ring bell with handsaw).....	+5
Failure to call warning.....	-3
Did not use lanyard correctly.....	-3
Judge's discretionary points.....	+3 +2 +1 0 -1 -2 -3

Scoring Points

Discretionary

Total Points

Climber Name: _____

Climber Number: _____

Judge: _____

JUDGING GUIDELINES

-- Contestants who fail to visit a station or fail to sound the landing horn will not receive any time points for the event and no positive points for that station.

-- If a contestant reaches the time limit and has not completed the climb, he or she will not receive time points for the event and will only receive scoring points accumulated up to that point.

--Judges shall assign bonus or penalty points for each station based on their assessment of the climber's skill and safety, and taking in to account any practices that may be damaging to the tree.

TIME

	Minutes	Seconds	1/100th
Timer 1			
Timer 2			

Enter 999 (mins) if any station is missed / not completed

TIME POINT CALCULATION

TO BE FILLED OUT AT SCORER'S TABLE

Contestants time in Seconds (total) _____
 minus (-) _____
 Fastest contestant's time in seconds _____

TOTAL

Divided by 10

Total Deduction points _____

Subtract from 30

TOTAL POINTS FOR TIME _____(Y)

Limb Walk Station

Completed task (Walk limb out; ring bell with handsaw; walk limb in).....	+2
Did not activate buzzer.....	+6
Failure to call warning.....	-3
Did not use lanyard correctly.....	-3
Judge's discretionary points.....	+3 +2 +1 0 -1 -2 -3

Scoring Points

Discretionary

Total Points

Final Descent and Landing Station

Completed task (sound horn/bell with hand, land w/o falling).....	+5
Double bull's-eye.....	+4
Single bull's-eye.....	+3
Double outside circle.....	+2
Single outside circle.....	+1
Failure to call warning prior to ringing bell.....	-3
Judge's discretionary points.....	+3 +2 +1 0 -1 -2 -3

Scoring Points

Discretionary

Total Points

Note: If the climber touches the tree below the mark -- no landing (bull's-eye) points. (Rule 3.7.9)

DISCRETIONARY PENALTIES

For Unsafe Acts determined by the Event Head Judge

0

-3

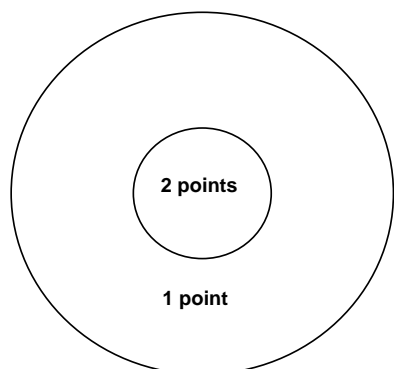
DQ

TOTAL

INTERNATIONAL TREE CLIMBING CHAMPIONSHIP WORK CLIMB - SCORING THE LANDING

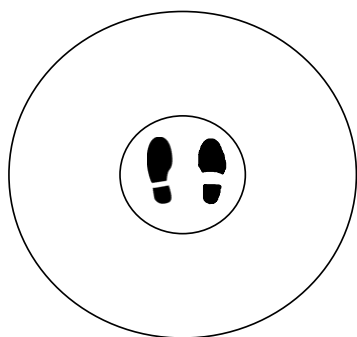
If any part of the foot is touching the line the score is the lower point

1. Points per foot not touching the line
2. Points per foot outside the inner circle but inside the outer circle
3. Zero points if foot is outside or touching outer circle

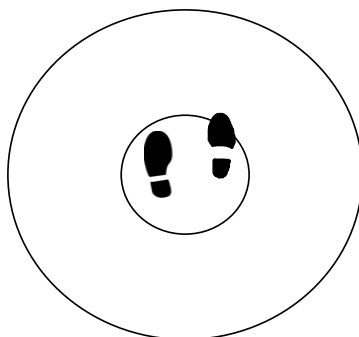


3.7.5

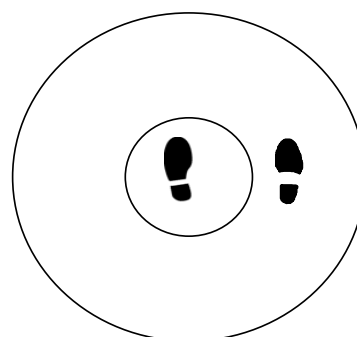
Contestants can receive up to 4 additional points for landing in a standing position on the 2-meter-diameter target. Contestants must score with both feet planted and under control. When a contestant lands with one foot, that foot must remain stationary until the second foot is planted, at this time 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.



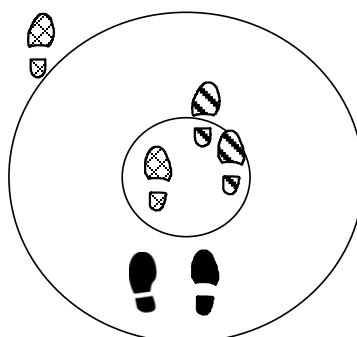
Double bull's-eye
4 points



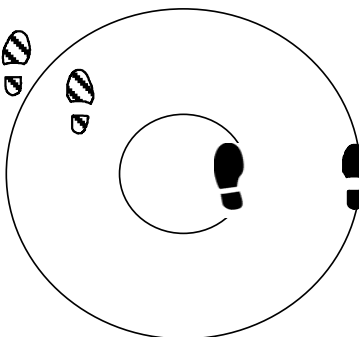
Single bull's-eye
3 points



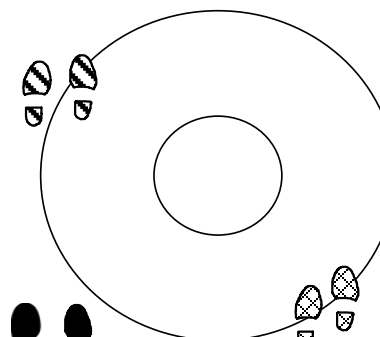
Single bull's-eye
3 points



Double outside circle
2 points



Single outside circle
1 point



0 POINTS

INTERNATIONAL TREE CLIMBING CHAMPIONSHIP

Revised 2015

AERIAL RESCUE

Required Equipment

- ☐ Safety glasses
- ☐ Climbing-style helmet
- ☐ Appropriate footwear
- ☐ Approved climbing saddle/harness
- ☐ Approved ascent & descent rescue/climbing system
- ☐ Approved rescue, climbing or personal aids
- ☐ Approved work positioning lanyard
- ☐ Appropriate clothing

Disqualification criteria

- ☐ Unsafe act
- ☐ Failure to manage friction
- ☐ Lost or dropped PPE or piece of equipment
- ☐ Broke sizeable branch
- ☐ Tampering with fall-arrest system
- ☐ Misconduct
- ☐ Late for event

Climber Name: _____

Climber Number: _____

Judge: _____

How to Score: **Scoring Points -**

Judges must all award the same points

Discretionary Points-

Judge's discretion as to how many points within the range to award

SCORING SEGMENTS (45 points possible)

Risk Assessment and Rescue Plan (7 pts)

Communicated with the casualty and determined responsiveness
Contacted emergency services and provided relevant information
Assessed hazards and determined if safe to perform a rescue
Communication and initiation of rescue plan

	+1	0
+2	+1	0
+2	+1	0
+2	+1	0

Scoring Points

Notes:

Discretionary

TOTAL PTS

Ascent and Movement to the Casualty (7 pts)

Competitor verified ascent line and anchor point are safe to use
Safe, smooth, and efficient ascent
Safe, suitable, and efficient movement to casualty
Communicated appropriately with casualty & ground personnel

	+1	0
+2	+1	0
+2	+1	0
+2	+1	0

Scoring Points

Notes:

Discretionary

TOTAL PTS

Casualty Assessment and Handling (13 pts)

Contestant secured at the casualty in a safe work position
Assessment of casualty injury and equipment
Administered appropriate first aid
Stabilized casualty correctly for transport
Transfer of casualty from attachment or branch to competitor

		+1	0
+3	+2	+1	0
+3	+2	+1	0
+3	+2	+1	0
+3	+2	+1	0

Scoring Points

Notes:

Discretionary

TOTAL PTS

Descent (7 pts)

Contestant issued audible warning before beginning descent
Maintained casualty in stable and suitable position
Safe, smooth, and controlled descent
Communicated condition of casualty and instructions to ground personnel

	+1	0
+2	+1	0
+2	+1	0
+2	+1	0

Scoring Points

Notes:

Discretionary

TOTAL PTS

Landing (7 pts)

Contestant and casualty landed on the ground
Landed casualty in a comfortable position appropriate to injury
Contestant reached ground in a comfortable posture
Audible communication and timely transfer to EMT

	+1	0
+2	+1	0
+2	+1	0
+2	+1	0

Scoring Points

Notes:

Discretionary

TOTAL PTS

Unclipped casualty within the time limit (4 pts)

+4	0
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Scoring Points

EFFICIENCY POINT CALCULATION

TO BE FILLED OUT AT SCORER'S TABLE

DISCRETIONARY PENALTIES

For Unsafe Acts as determined by the Event Head Judge

0

-3

DQ

Set time for Event in secs _____

minus (-)

Contestants ave. time in secs _____

Time difference in seconds _____

TIME			
	Minutes	Seconds	1/100th
Timer 1	<input type="text"/>	<input type="text"/>	<input type="text"/>
Timer 2	<input type="text"/>	<input type="text"/>	<input type="text"/>

Time Bands for Efficiency Points

- 0 pts - 00.00 secs to 15 secs below time limit
- 1 pt - 15.01 secs to 30 secs below time limit
- 2 pts - 30.01 secs to 45 secs below time limit
- 3 pts - 45.01 secs to 60 secs below time limit
- 4 pts - 60.01 secs to 75 secs below time limit
- 5 pts - 75.01 secs or more below time limit

Efficiency Points

Total Scoring & Discretionary Points

TOTAL SCORE

INTERNATIONAL TREE CLIMBING CHAMPIONSHIP THROWLINE

Revised 2015

Required Equipment

- ☐ Safety glasses
- ☐ Climbing-style helmet
- ☐ Appropriate footwear
- ☐ Appropriate clothing
- ☐ Approved throw weight
- ☐ Approved climbing line

Disqualified

- ☐ Lost or dropped PPE or piece of equipment
- ☐ Unsafe act
- ☐ Breaking a branch \geq _____
- ☐ Breaking 3 branches within diameter range
- ☐ Late for event
- ☐ 2 Uncontrolled throws
- ☐ 3 Failures to issue audible warning
- ☐ Misconduct

Climber Name: _____

Climber Number: _____

Head Judge: _____

Score for Target		Score for Installation of Climbing Line	
SIDE 1	9	+	4
	7	+	3
	5	+	2
	3	+	1
Side 1		TOTAL SIDE 1	
<div style="border: 1px solid black; width: 100px; height: 30px;"></div>			

Score for Target		Score for Installation of Climbing Line	
SIDE 2	9	+	4
	7	+	3
	5	+	2
	3	+	1
Side 2		TOTAL SIDE 2	
<div style="border: 1px solid black; width: 100px; height: 30px;"></div>			

FIRST SCORE TIME Minutes: Seconds: 1/100th Timer 1 <div style="border: 1px solid black; width: 40px; height: 30px; display: inline-block;"></div> <div style="border: 1px solid black; width: 40px; height: 30px; display: inline-block;"></div> <div style="border: 1px solid black; width: 40px; height: 30px; display: inline-block;"></div>	FINAL SCORE TIME Minutes: Seconds: 1/100th Timer 2 <div style="border: 1px solid black; width: 40px; height: 30px; display: inline-block;"></div> <div style="border: 1px solid black; width: 40px; height: 30px; display: inline-block;"></div> <div style="border: 1px solid black; width: 40px; height: 30px; display: inline-block;"></div>
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TIME POINTS: Completed event in 2:00.00 mins or less <div style="border: 1px solid black; width: 30px; text-align: center;">4</div> Completed event between 2:00.01 and 3:00.00 mins <div style="border: 1px solid black; width: 30px; text-align: center;">3</div> Completed event between 3:00.01 and 4:00.00 mins <div style="border: 1px solid black; width: 30px; text-align: center;">2</div> Completed event between 4:00.01 and 5:00.00 mins <div style="border: 1px solid black; width: 30px; text-align: center;">1</div> Completed event between 5:00.01 and 6:00.00 mins <div style="border: 1px solid black; width: 30px; text-align: center;">0</div>	TIME POINTS <div style="border: 1px solid black; width: 100px; height: 40px;"></div>
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PENALTIES: No climbing line is installed Non-scoring line left in tree -1 point per line Failing to control a throw weight or climbing line within the event area Breaking a branch within the diameter range* Failure to issue an audible warning -1 point per lack of audible warning	<div style="border: 1px solid black; width: 30px; text-align: center;">-3</div> <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; text-align: center;">-1</div><div style="border: 1px solid black; width: 30px; text-align: center;">-2</div><div style="border: 1px solid black; width: 30px; text-align: center;">-3</div></div> <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; text-align: center;">-3</div><div style="border: 1px solid black; width: 30px; text-align: center;">DQ</div><div style="border: 1px solid black; width: 30px; text-align: center;"></div></div> <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; text-align: center;">-1</div><div style="border: 1px solid black; width: 30px; text-align: center;">-2</div><div style="border: 1px solid black; width: 30px; text-align: center;">DQ</div></div> <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; text-align: center;">-1</div><div style="border: 1px solid black; width: 30px; text-align: center;">-2</div><div style="border: 1px solid black; width: 30px; text-align: center;">DQ</div></div>	TOTAL SCORE (Side 1 + Side 2) <div style="border: 1px solid black; width: 80px; height: 30px; display: inline-block;"></div> TIME POINTS (Max = 4) <div style="border: 1px solid black; width: 80px; height: 30px; display: inline-block;"></div> TOTAL PENALTIES (Max = Minus 13) <div style="border: 1px solid black; width: 80px; height: 30px; display: inline-block;"></div> FINAL SCORE (Total Score + Time Points - Penalties) <div style="border: 1px solid black; width: 80px; height: 30px; display: inline-block;"></div>
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* Prior to the start of the event, the Event Head Judge shall establish the minimum and maximum limb diameters for each point penalty; and the maximum limb size for disqualification. (Rules 5.2.15 and 5.2.16)

SCORING GUIDELINES:

- Both ends of throwline/rope must be 'touching the ground' for score to count. (Rule 5.1)
- The throwline or climbing line may be manipulated into a target area to score, touching or on the tape scores. (Rule 5.2.7)
- The contestant must inform the event head judge to register a score. (Rule 5.2.7)
- The first score time will be recorded when the event head judge approves the contestant's first request for a score. (Rule 5.2.20)
- Final time is recorded when: a) both climbing lines are properly installed, b) the contestant requests time to stop, or c) time has expired. (Rule 5.2.18)
- The contestant must score in each set of targets to receive time points. (Rule 5.1)

INTERNATIONAL TREE CLIMBING CHAMPIONSHIP

Revised 2013

BELAYED SPEED CLIMB

Required Equipment

- ☐ Safety glasses
- ☐ Climbing-style helmet
- ☐ Appropriate footwear
- ☐ Appropriate clothing
- ☐ Approved climbing saddle/harness
- ☐ Approved climbing line
- ☐ Approved climbing hitch or device

Disqualified

- ☐ Lost or dropped PPE or piece of equipment
- ☐ Unsafe act
- ☐ Breaking a branch \geq ____
- ☐ Late for event
- ☐ Unsafe act
- ☐ Misconduct

Climber Name: _____

Climber Number: _____

Head Judge: _____

Contestant's Time:

Timer A:

Minutes:	Seconds .	1/100th
<input type="text"/>	<input type="text"/>	<input type="text"/>

Timer B:

Minutes:	Seconds .	1/100th
<input type="text"/>	<input type="text"/>	<input type="text"/>

Timer C:

Minutes:	Seconds .	1/100th
<input type="text"/>	<input type="text"/>	<input type="text"/>

Timer D:

Minutes:	Seconds .	1/100th
<input type="text"/>	<input type="text"/>	<input type="text"/>

Timer E:

Minutes:	Seconds .	1/100th
<input type="text"/>	<input type="text"/>	<input type="text"/>

Contestant's Average Time: _____

INTERNATIONAL TREE CLIMBING CHAMPIONSHIP

Revised 2013

SECURED FOOTLOCK

Required Equipment <input type="checkbox"/> Safety glasses <input type="checkbox"/> Climbing-style helmet <input type="checkbox"/> Appropriate footwear <input type="checkbox"/> Appropriate clothing <input type="checkbox"/> Approved climbing saddle/harness <input type="checkbox"/> Approved climbing line <input type="checkbox"/> Approved friction hitch <input type="checkbox"/> Approved descending device	Disqualified <input type="checkbox"/> Lost or dropped PPE or a piece of equipment <input type="checkbox"/> Unsafe act <input type="checkbox"/> Second offense for hand above friction hitch <input type="checkbox"/> Late for event <input type="checkbox"/> Misconduct	Climber Name: _____ Climber Number: _____ Head Judge: _____
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Contestant Time:	Timer A: Seconds : 1/100th <div style="border: 1px solid black; width: 40px; height: 20px; display: inline-block;"></div> <div style="border: 1px solid black; width: 40px; height: 20px; display: inline-block;"></div>	Timer B: Seconds : 1/100th <div style="border: 1px solid black; width: 40px; height: 20px; display: inline-block;"></div> <div style="border: 1px solid black; width: 40px; height: 20px; display: inline-block;"></div>	Timer C: Seconds : 1/100th <div style="border: 1px solid black; width: 40px; height: 20px; display: inline-block;"></div> <div style="border: 1px solid black; width: 40px; height: 20px; display: inline-block;"></div>
	Timer D: Seconds : 1/100th <div style="border: 1px solid black; width: 40px; height: 20px; display: inline-block;"></div> <div style="border: 1px solid black; width: 40px; height: 20px; display: inline-block;"></div>	Timer E: Seconds : 1/100th <div style="border: 1px solid black; width: 40px; height: 20px; display: inline-block;"></div> <div style="border: 1px solid black; width: 40px; height: 20px; display: inline-block;"></div>	
Record time to nearest Hundredth of a Second <i>Example: 32.26</i>	PENALTY: A three second penalty will be added to the contestant's time for placing their hand on or above the friction hitch. <div style="border: 1px solid black; width: 30px; height: 20px; text-align: center; margin: 5px auto;">+3</div>	Contestant's Average Time plus penalty: _____	

International Tree Climbing Championship Masters' Challenge

Revised 2015

Required Equipment <input type="checkbox"/> Safety Glasses <input type="checkbox"/> Climbing-style Helmet <input type="checkbox"/> Appropriate Footwear <input type="checkbox"/> Approved Climbing Saddle/harness <input type="checkbox"/> Approved Climbing Line <input type="checkbox"/> Approved Handsaw <input type="checkbox"/> Approved Work Positioning Lanyard <input type="checkbox"/> Appropriate Clothing	Disqualified <input type="checkbox"/> Lost or dropped PPE or piece of equipment <input type="checkbox"/> Unsafe act <input type="checkbox"/> Late for event <input type="checkbox"/> 2 uncontrolled throws <input type="checkbox"/> Misconduct <input type="checkbox"/> Broke sizeable branch <input type="checkbox"/> Other _____	Climber Name: _____ Judge: _____
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Installation of Climbing line (18 possible points) <div style="display: flex; justify-content: space-around;"> <div> Throwline Installation 1st try: <input type="text" value="10"/> 2nd try: <input type="text" value="8"/> 3rd try: <input type="text" value="6"/> 4th try: <input type="text" value="4"/> 5th try: <input type="text" value="2"/> </div> <div> Height of Crotch <input type="text" value="5"/> <input type="text" value="4"/> <input type="text" value="3"/> <input type="text" value="2"/> <input type="text" value="1"/> </div> </div>	Bonus Throw method/ technique, skill displayed <input type="text" value="3"/> <input type="text" value="2"/> <input type="text" value="1"/> <input type="text" value="0"/>
Score <input style="width: 50px;" type="text"/>	

*No installation points or height points after 5th throw – bonus points may be awarded if applicable.

Set up of Climbing line/Equipment and Entry into tree (15 possible points) (Enter 0, 1, 2, or 3 in each box) Set up: Visual Tree Assessment Installation of Climbing line/Equipment Safe and Efficient Set up Entry: Method: Suitable, Safe, Always secure Ascent: Smooth, Fluid, Efficient use of energy	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> Scoring Guidelines 0 - Unsafe/Poor Performance 1 - Fair Performance 2 - Good Performance 3 - Exceptional Performance </div> Score <input style="width: 50px;" type="text"/>
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Work Stations (240 possible points, 60 each Station) (Enter 0 thru 10 in each box) A) Maintain proper tension in the fall-protection or work positioning system B) Rope Management C) Tie-in point or re-direct suitable for situation and work station D) Confident posture and balance at station E) Overall work plan, selection of route, control of movement to and from station F) Correctly completed activity at station (0 or 10 for handsaw and limb walk stations; 0, 4, 6, 8, or 10 for Limb toss station)	Handsaw <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	Limb Toss <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	Handsaw <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	Limb Walk <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	<div style="border: 1px solid black; padding: 5px; font-size: x-small;"> Scoring Guidelines: 9-10 Exceptional Performance 7 - 8 Good Performance 5 - 6 Adequate Performance 3 - 4 Fair Performance 1 - 2 Poor Performance </div> <div style="border: 1px solid black; padding: 5px; font-size: x-small; margin-top: 10px;"> Scoring Guidelines- Limb Toss (Must first ring bell) 10 - Hit target first throw 8 - Hit target second throw 6 - Hit target third throw 4 - Rang bell but did not hit target 0 - Did not hit target or ring bell </div>
Sub Score	<input style="width: 50px;" type="text"/>	<input style="width: 50px;" type="text"/>	<input style="width: 50px;" type="text"/>	<input style="width: 50px;" type="text"/>	Score <input style="width: 50px;" type="text"/>

Descent, landing, and retrieval of gear after last station (12 possible points) (Enter 0, 1, 2, or 3 in each box) Well-planned descent, rope control, not dangling (tangled) Proper descent speed, smooth descent, balanced landing Smooth gear retrieval, done without struggle Safe/Controlled gear retrieval	<div style="border: 1px solid black; padding: 5px; font-size: x-small;"> Scoring Guidelines 0 - Unsafe/Poor Performance 1 - Fair Performance 2 - Good Performance 3 - Exceptional Performance </div> Score <input style="width: 50px;" type="text"/>
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Judge's Discretionary Bonus (15 possible points, 5 maximum for each) (Enter 0 thru 5 in each box) Overall demonstration of skill, style and presentation. Use of innovative techniques and equipment. Overall safe work practices and techniques	<div style="border: 1px solid black; padding: 5px; font-size: x-small;"> <input type="text"/> <input type="text"/> <input type="text"/> </div> Score <input style="width: 50px;" type="text"/>
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PENALTIES Scoring Judge's Discretionary Penalties for Unsafe Acts, Poor Performance or Technique. (Must be between 0 & - 5 points)	Score <input style="width: 50px;" type="text"/>
Mandatory Penalty for failing to remove all equipment from the tree. (Must be 0 or - 20 points)	<input style="width: 50px;" type="text"/>
Head Judges Discretionary Penalties for Unsafe Acts	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; padding: 2px 10px;">0</div> <div style="border: 1px solid black; padding: 2px 10px;">-3</div> <div style="border: 1px solid black; padding: 2px 10px;">DQ</div> </div>

OFFICIAL TIME Min: <input style="width: 40px;" type="text"/> Sec: <input style="width: 40px;" type="text"/> 1/100: <input style="width: 40px;" type="text"/>	TOTAL SCORE (300 Points Maximum) <input style="width: 100px;" type="text"/>
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