

Belayed Speed Climb

This Judges' Quick Reference Guide is intended to help guide conversation prior to the event. It is not a substitute to reading the Rule Book. Please use this guide as you review the event with the judging team to ensure consistency across competitors and events.

Setup Changes:

- Prior to the start of the competition, the event team shall perform a number of trial runs of the event with climbers comparable to those who will be competing. If a good time is expected to be 30 seconds or less, inform the scoring team to change the time points to 1 second/point (like the Footlock Event). If a good time is expected to be greater than 30 seconds, then 2 seconds/point will be used (the default in the scoring program). If a 1 second/point system is used, inform the competitors during the walkthrough. This decision shall be made by the Event Head Judge.

Rule Changes:

- There were no significant changes made to this event in 2016. Please review the Rule Book if you are unfamiliar with this event.

Scoring Guidelines:

- This event is based purely on time.
- Competitors need to be within 40 seconds (20 seconds if 1 sec/pt) of the fastest time to score points in this event.

Reminders:

- This event requires three (3) or five (5) timers.
- Make sure to always enter scores on the scoresheet from Timer A to E. Do not skip boxes. If a stopwatch malfunctions, put a line through the boxes so the scoring team knows to ignore that box.

Reasons for Penalties or Disqualifications:

	PENALTY	DISQUALIFICATION
MANDATORY	None	<ul style="list-style-type: none"> • Second infraction of using the lead of the rope to advance position. • Dropping a piece of equipment. • Failure to remain tied in. • Being more than 5 minutes late for event. • Misconduct.
DISCRETIONARY	None	<ul style="list-style-type: none"> • Dangerous uncontrolled swing. • Leaping or jumping, creating excessive slack. • Breaking of a sizable branch (size to be determined by the Event Head Judge prior to the event).

Work Climb

This Judges' Quick Reference Guide is intended to help guide conversation prior to the event. It is not a substitute to reading the Rule Book. Please use this guide as you review the event with the judging team to ensure consistency across competitors and events.

Setup Changes:

- The Limb Walk Station needs to be equipped with a graduated plumb bob, indicating varying increments of height. The Event Head Judge will determine the heights of each marker based on the difficulty of the limb walk, the flex in the limb, and the anticipated skill of the competitors. Three heights will need to be predetermined. The height differences do not need to be the same.

Rule Changes:

- 3.2.8 – Competitors shall complete the task at each work station to earn points for that station. If a competitor fails to complete the task, no scoring or discretionary points are earned or lost for the station(s). In addition, no time points are earned for the Work Climb event.
- Please review 3.3.1, 3.4.1, 3.5.1, 3.6.1, and 3.7.1 for new guidelines on judging “complete the task”.
- 3.6.3 – If a competitor successfully completes the task at the station and rings the bell without touching predetermined height markers, 2, 4, or 6 additional points are awarded.
- 3.8.11 – In case of a tie, the competitor with the fastest time wins.

Scoring Guidelines:

- Scoring points shall be the same for all judges. These are the double-lined boxes on the left side of the scoresheet.
- If a competitor does not complete a task, they do not earn or lose any scoring or discretionary points for that station. Write a zero for each box in that station. Then, circle “NO” at the bottom of the scoresheet where it says “All Tasks Completed?”
- Discretionary points are now assigned on a scale of 0 to +3. Scoring judges are no longer able to give negative discretionary points except for Unsafe Acts. Use the following guidelines for assigning discretionary points:

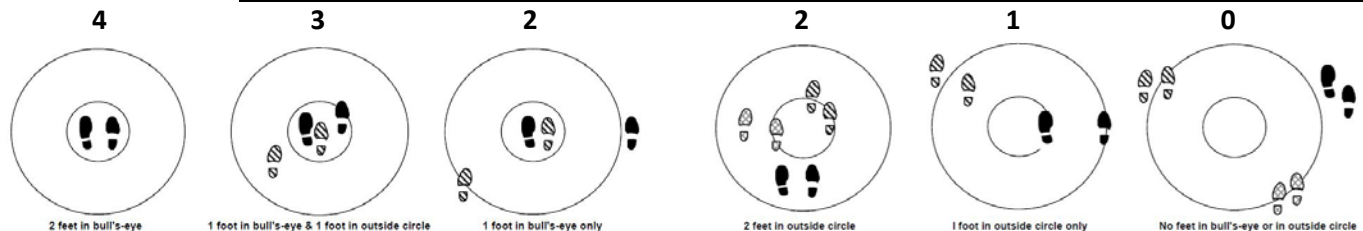
Reminders:

- This event requires three (3) or five (5) judges.
- The standard time for Work Climb is 5 minutes. If the time limit is changed, inform the scoring team.

3 – Exceptional performance	1 – Fair performance
2 – Good performance	0 – Unsafe or below average

Reasons for Penalties or Disqualifications:

	PENALTY	DISQUALIFICATION
MANDATORY	<ul style="list-style-type: none"> Failure to use work-positioning lanyard correctly when required. Failure to use the working end of the pole pruner to ring the bell. Failure to properly re-hang the pole pruner. 	<ul style="list-style-type: none"> Dropped piece of equipment. Any piece of equipment left in tree except the pre-installed climbing line. Breaking of sizable branch (branch size to be decided prior to the event, at the Event Head Judge’s discretion). Failure to remain tied-in to the tree on at least one point of attachment. More than 5 minutes late for event. Placing handsaw in the mouth. Misconduct. A second discretionary penalty. A second failure to use a work-positioning lanyard when required
DISCRETIONARY	<ul style="list-style-type: none"> Dangerous uncontrolled swing. Failure to maintain a taut climbing system or climbing above the tie-in point. High-speed or dangerous movement. 	None



Aerial Rescue

This Judges' Quick Reference Guide is intended to help guide conversation prior to the event. It is not a substitute to reading the Rule Book. Please use this guide as you review the event with the judging team to ensure consistency across competitors and events.

Rule Changes:

- There were no significant changes made to this event in 2016. Please review the Rule Book if you are unfamiliar with this event.

Scoring Guidelines:

- **Scoring points shall be the same for all judges. These are the double-lined boxes on the left side of the scoresheet.**
- If a competitor does not show up for the event, inform the scoring team.

Reminders:

- This event requires three (3) or five (5) judges.
- The standard time for Aerial Rescue is 5 minutes. If the time limit is changed, inform the scoring team.
- The dummy needs to be between 60-80 kg (132-176 lbs).

Reasons for Penalties or Disqualifications:

	PENALTY	DISQUALIFICATION
MANDATORY	None	<ul style="list-style-type: none"> • Dropped piece of equipment. • Failure to remain tied-in to the tree on at least one point of attachment. • More than 5 minutes late for event. • Misconduct. • Breaking of sizable branch (size to be decided prior to the event, at the Event Head Judge's discretion). • Tampering with the dummy's independent fall-arrest system. • Failure to safely manage the friction required for the additional weight of the dummy. • Placing handsaw in the mouth. • A second discretionary penalty.
DISCRETIONARY	<ul style="list-style-type: none"> • Failure to maintain a taut climbing system or climbing above the tie-in point. • Dangerous uncontrolled swing. • High-speed or dangerous movement. 	None

Secured Footlock

This Judges' Quick Reference Guide is intended to help guide conversation prior to the event. It is not a substitute to reading the Rule Book. Please use this guide as you review the event with the judging team to ensure consistency across competitors and events.

Rule Changes:

- There were no significant changes made to this event in 2016. Please review the Rule Book if you are unfamiliar with this event.

Scoring Guidelines:

- This event is based purely on time.
- Please record ALL times on the scoresheet. If the fastest and slowest times of the three middle times are more than 50/100ths of a second apart, no time can be recorded. If this happens, the competitor shall be given the opportunity to re-run the event at a later time during the competition. The Event Head Judge will inform the competitor if this happens.
- Competitors need to be within 20 seconds of the fastest time to score points in this event.

Reminders:

- This event requires three (3) or five (5) timers.

Reasons for Penalties or Disqualifications:

	PENALTY	DISQUALIFICATION
MANDATORY	<ul style="list-style-type: none"> • Placing hands on or above the friction hitch 	<ul style="list-style-type: none"> • Dropped piece of equipment. • A second offense of the competitor placing hands on or above the friction hitch (Prusik, Klemheist). • Being more than 5 minutes late for the event. • Misconduct.
DISCRETIONARY	None	None

Throwline

This Judges' Quick Reference Guide is intended to help guide conversation prior to the event. It is not a substitute to reading the Rule Book. Please use this guide as you review the event with the judging team to ensure consistency across competitors and events.

Rule Changes:

- 5.2.19: Any non-scoring lines still in the tree at the end of the competitor's event will incur a one-point penalty per line.
- 5.2.20: If a competitor's line is within a scoring target, it shall be registered with the Event Head Judge prior to the competitor throwing again. If the line is not registered with the Event Head Judge prior to the next throw, it cannot be registered and scored at a later stage in that competitor's event. If the unscored line is still in the tree at the end of that competitor's event, it incurs a one-point penalty.

Scoring Guidelines:

- Record the first score time and the final time. The first score time is registered at the first time the competitor asks for either a throwline or climbing line to be registered.
- The final score time is recorded when a competitor has successfully installed both climbing lines in the tree(s), when the competitor requests the time to stop, or when time has expired.
- Time Points are assessed based on the final time. If scores are tied, the competitor with the fastest final time is the winner. If times are identical, the competitor with the fastest first score time is the winner.

Reminders:

- The standard time for Throwline is 6 minutes. If the time limit is changed, inform the scoring team.

Reasons for Penalties or Disqualifications:

	PENALTY	DISQUALIFICATION
MANDATORY	<ul style="list-style-type: none"> • Not installing a climbing line. • Each non-scoring line or throw weight left in the tree when time expires. • Throw weight or climbing line landing outside the flagged area. • 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. • Failure to call an audible warning and receive confirmation of "all clear" from the Event Head Judge before throwing or removing any throwline with a throw weight attached. Up to two 1-point penalty warnings will be allowed. 	<ul style="list-style-type: none"> • Being more than 5 minutes late for event. • Two throws (throwlines with weights attached or climbing lines) that land outside the flagged area. • Failure to issue an audible warning (third offense). • Misconduct. • Breaking a limb within the diameter range as set by the Event Head Judge prior to the beginning of the competition (third offense).
DISCRETIONARY	None	<ul style="list-style-type: none"> • Breaking of a limb larger than the maximum diameter designated by the Event Head Judge prior to the beginning of the competition.

Masters' Challenge

This Judges' Quick Reference Guide is intended to help guide conversation prior to the event. It is not a substitute to reading the Rule Book. Please use this guide as you review the event with the judging team to ensure consistency across competitors and events.

Setup Changes:

- The Plumb Bob Station needs to be equipped with a graduated plumb bob, indicating varying increments of height. The Event Head Judge will determine the heights of each marker based on the difficulty of the limb walk, the flex in the limb, and the anticipated skill of the competitors. Three heights will need to be predetermined.

Rule Changes:

- 8.2.14 – The event is timed as a means of assessing overall productivity. Preliminary ranking will count as a tiebreaker in the case of identical scores. If preliminary rankings are identical, Masters time is the final tiebreaker.
- 8.2.23c – Graduated Plumb Bob Station: Competitors shall ring the bell with a handsaw without touching the predetermined height markers. The competitor shall ring the bell with a handsaw without allowing the weight to hit the ground. The graduated height markers will be worth 6, 8, or 10 points. If the weight touches the lowest marker, the competitor does not receive any points for successfully completing the activity (section F on the scoresheet) at that station.

Scoring Guidelines:

- **Scoring points shall be the same for all judges. These are the double-lined boxes on the scoresheet.**
- Scoring points include Throwline Installation, Height of Union, Completion of Each Station, Gear Removal Mandatory Penalty, and Head Judge's Discretionary Penalty for Unsafe Acts.

Reminders:

- This event requires three (3) or five (5) judges.
- A competitor receives points only for tasks that were completed within the time limit. If the competitor times out, s/he can receive points, at the judges' discretion, in any of the scoring sections, even if all the tasks pertinent to that section have not been completed.

Reasons for Penalties or Disqualifications:

	PENALTY	DISQUALIFICATION
MANDATORY	<ul style="list-style-type: none"> • Failing to retrieve all equipment within the time limit. • Failure to issue an audible warning before throwing or removing a throw-weight (includes mechanical devices). 	<ul style="list-style-type: none"> • Dropping a piece of equipment while working aloft. • Failure to remain tied-in to the tree on at least one point of attachment. • Failure to issue an audible warning (third offense). • Two throws (throwlines with weights attached or climbing lines) that land outside the flagged area. • More than 5 minutes late for event. • Misconduct. • Leaving the pre-designated area or bringing in equipment from outside the pre-designated area once the official time has begun. • Placing handsaw in the mouth. • Breaking of sizable branch (size to be decided prior to the event, at the Event Head Judge's discretion). • A second discretionary penalty (as determined by Event Head Judge).
DISCRETIONARY	<ul style="list-style-type: none"> • Unsafe acts, poor performance, poor techniques (assessed by Scoring Judges). • Dangerous uncontrolled swing. • Failure to maintain a taut climbing system or climbing above the tie-in point. • High-speed or dangerous movement. 	None

Discretionary Scoring Guidelines (for stations)

- 9-10 Exceptional Performance
- 7-8 Good Performance
- 5-6 Adequate Performance
- 3-4 Fair Performance
- 1-2 Poor Performance
- 0 Unsafe/No Performance

Scoring Guidelines (for limb toss) – all judges shall agree

- 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

Other Scoring Guidelines

- 3 – Exceptional Performance
- 2 – Good Performance
- 1 – Fair Performance
- 0 – Unsafe/Poor Performance