

INTERNATIONAL TREE CLIMBING CHAMPIONSHIP AERIAL RESCUE

2026

REQUIRED EQUIPMENT—COMPETITOR'S RESPONSIBILITY				☐ Approved Eye Protection ☐ Approved Work-Positioning Lanyard ☐ Climber Name / Number: _____ ☐ Approved Climbing-Style Helmet ☐ Approved Climbing Harness ☐ ☐ Appropriate Footwear ☐ Appropriate Clothing ☐ Judge: _____ Group: _____ ☐ Approved Climbing Line			
FOR ☐ BOXES — JUDGES SHALL AWARD THE SAME POINTS							
SCORING POINTS				DISCRETIONARY POINTS			
<u>Risk Assessment & Rescue Plan</u>							
Communicated with the casualty and determined responsiveness 0 1 Scoring 0 or 1				Contacted emergency services and provided relevant information 0 1 2 Discretionary Points 0–6			
Assessed hazards and determined if safe to perform rescue 0 1 2				Communicated and initiated rescue plan 0 1 2			
<u>Ascent & Movement to the Casualty</u>							
Verified ascent line and anchor point are safe to use 0 1 Scoring 0 or 1				Safe, smooth, and efficient ascent 0 1 2 Discretionary Points 0–6			
Safe, suitable, and efficient movement to casualty 0 1 2				Communicated appropriately with casualty and ground personnel 0 1 2			
<u>Casualty Assessment & Handling</u>							
Secured at the casualty in a safe working position 0 1 Scoring 0 or 1				Assessed casualty injury and equipment 0 1 2 3 4 Discretionary Points 0–15			
Administered appropriate first aid 0 1 2 3 4				Stabilized casualty correctly for transport 0 1 2 3 4			
Transferred casualty from attachment/branch to competitor 0 1 2 3				Maintained casualty in stable and suitable position 0 1 2 3 4			
<u>Descent</u>							
Issued audible warning before beginning descent 0 1 Scoring 0 or 1				Safe, smooth and controlled descent 0 1 2 Discretionary Points 0–9			
Communicated condition of casualty and instructions to ground personnel 0 1 2 3				Landed casualty in a comfortable position appropriate to injury 0 1 2 Discretionary Points 0–7			
<u>Landing</u>							
Competitor and casualty landed on the ground 0 1 Scoring 0, 1, 2, or 3				Reached ground in a comfortable posture 0 1 2 3			
Unclipped casualty within the time limit 0 2				Audible communications and timely transfer to emergency services 0 1 2			
Discretionary Penalties for unsafe acts determined by Event Head Judge 0 -3 -6 DQ Penalty 0, -3, -6, or DQ				NOTES:			
Breaking a limb within diameter range 0 -1 -2 DQ Penalty 				TIMER 1 MIN : SEC . 1/100 Preliminary Point total (0–50) 			
Failure to end "extended stand clear" 0 -1 -2 -3 DQ				TIMER 2 MIN : SEC . 1/100			
REASON FOR DQ: _____ 0, -1, -2, -3, -4, -5, or DQ							
SCORER USE ONLY SCORE CHECKED SCORE ENTERED Score Sheet Submission Time: _____							

INTERNATIONAL TREE CLIMBING CHAMPIONSHIP

ASCENT EVENT

2026

REQUIRED EQUIPMENT—COMPETITOR'S RESPONSIBILITY ☐ Approved Eye Protection ☐ Approved Climbing Line(s) ☐ Approved Climbing-Style Helmet ☐ Approved Ascent System ☐ Appropriate Footwear ☐ Approved Descent System ☐ Approved Climbing Harness ☐ Appropriate Clothing		Climber Name / Number: _____ Judge: _____ Group: _____																																				
MAY BE COMPLETED DURING GEAR INSPECTION FOR HEAD TECHNICIAN USE ONLY Include enough information to confirm system during event.																																						
ASCENT SYSTEM		DESCENT SYSTEM																																				
RECORD ALL TIMES for each section, even if the time limit is exceeded. If time limit is exceeded, mark the Timed Out box. No more points may be accumulated after that section. If a system is misconfigured, mark the appropriate box. No Time Points will be awarded for that section.																																						
SETUP <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 33%; text-align: center; font-size: small;">MIN</th> <th style="width: 33%; text-align: center; font-size: small;">SEC</th> <th style="width: 33%; text-align: center; font-size: small;">1/100</th> </tr> <tr> <td style="font-size: 2em; font-weight: bold;">A</td> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> </tr> <tr> <td style="font-size: 2em; font-weight: bold;">B</td> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> </tr> <tr> <td style="font-size: 2em; font-weight: bold;">C</td> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> </tr> </table> ☐ TIMED OUT ☐ TIME POINTS LOST DUE TO MISCONFIGURATION	MIN	SEC	1/100	A			B			C			ASCENT <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 33%; text-align: center; font-size: small;">MIN</th> <th style="width: 33%; text-align: center; font-size: small;">SEC</th> <th style="width: 33%; text-align: center; font-size: small;">1/100</th> </tr> <tr> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> </tr> <tr> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> </tr> <tr> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> </tr> </table> ☐ TIMED OUT	MIN	SEC	1/100										CHANGEOVER <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 33%; text-align: center; font-size: small;">MIN</th> <th style="width: 33%; text-align: center; font-size: small;">SEC</th> <th style="width: 33%; text-align: center; font-size: small;">1/100</th> </tr> <tr> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> </tr> <tr> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> </tr> <tr> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> <td style="border: 1px solid black; width: 40px; height: 30px;"></td> </tr> </table> ☐ TIMED OUT ☐ TIME POINTS LOST DUE TO MISCONFIGURATION	MIN	SEC	1/100									
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TIME POINTS FOR SETUP 2 points – completed in 24.99 seconds or less 1 point – completed in 25.00 to 49.99 seconds 0 points – completed in 50.00 to 89.99 seconds	The time limit for Ascent is 90 seconds.		TIME POINTS FOR CHANGEOVER 2 points – completed in 4.99 seconds or less 1 point – completed in 5.00 to 12.99 seconds 0 points – completed in over 13.00 seconds																																			
BONUS POINTS 1 point - system backup is attached to the same climbing line as the primary ascending system Incorporation of System Backup 0 +1 +2 + 2 points - system backup is attached to a second climbing line BONUS POINTS																																						
PENALTY POINTS ☐ Tampering or interfering with components of fall-protection equipment ☐ Preventing correct function of mechanical device ☐ Placing hands above a footlock Prusik ☐ Misconfigured or detached life-support components ☐ Not securing equipment prior to ringing the changeover bell a 2nd time																																						
REASON FOR DQ: _____																																						
(0 - 25) PRELIMINARY TOTAL																																						
SCORER USE ONLY SCORE CHECKED SCORE ENTERED Score Sheet Submission Time: _____																																						

INTERNATIONAL TREE CLIMBING CHAMPIONSHIP

BELAYED SPEED CLIMB

2026

REQUIRED EQUIPMENT—COMPETITOR'S RESPONSIBILITY ☐ Approved Eye Protection ☐ Approved Climbing-Style Helmet ☐ Appropriate Footwear ☐ Approved Climbing Harness ☐ Appropriate Clothing	Climber Name / Number: _____ Judge: _____ Group: _____
PENALTY: A 1-second penalty will be deducted from the competitors' final score for touching beyond the tape. A second infraction will result in a DQ. Breaking a limb within diameter range 0 -1 -2 DQ	
COMPETITOR'S TIME A MINSEC1/100 : . B MINSEC1/100 : . C MINSEC1/100 : . D MINSEC1/100 : . E MINSEC1/100 : . Average time (plus penalty) : .	
REASON FOR DQ:	
SCORER USE ONLY SCORE CHECKED SCORE ENTERED Score Sheet Submission Time: _____	

INTERNATIONAL TREE CLIMBING CHAMPIONSHIP THROWLINE

2026

REQUIRED EQUIPMENT—COMPETITOR'S RESPONSIBILITY				Climber Name / Number: _____	
☐ Approved Eye Protection ☐ Approved Climbing-Style Helmet ☐ Approved Climbing Line(s)	Approved Throwline(s) and Throw Weight(s) ☐ Appropriate Footwear ☐ Appropriate Clothing ☐	Judge: _____ Group: _____			
SIDE 1			SIDE 2		
Target Score	Installation of Climbing Line	SRS	Target Score	Installation of Climbing Line	SRS
9	+	4	+	2	2
7	+	3	+	2	2
5	+	2	+	2	2
3	+	1	+	2	2
Total Side 1			Total Side 2		
TIME			BONUS		
FIRST SCORE TIME MINSEC1/100 : .			Time Points 4 points – In 4:00.00 minutes or less 3 points – Between 4:00.01 and 4:30.00 minutes 2 points – Between 4:30.01 and 5:00.00 minutes 1 point – Between 5:00.01 and 5:30.00 minutes 0 points – Over 5:30.00 minutes		
FINAL SCORE TIME MINSEC1/100 : .			Time Points 0–4		
PENALTIES					
No climbing line installed					
Nonscoring line left in tree (-1 point per line)					
Failing to control a throw weight or climbing line within event area					
Breaking a branch within the diameter range					
Failure to issue an audible warning (-1 point per occurrence)					
0 -1 0 0 0 -3 -2 -3 -2 -1 DQ DQ DQ DQ					TOTAL PENALTIES 0–13
SCORE					
SIDE 1 + SIDE 2	TIME POINTS	BONUS POINT	TOTAL PENALTIES	PRELIMINARY SCORE	
(0–35)					
REASON FOR DQ:					
SCORER USE ONLY SCORE CHECKED SCORE ENTERED Score Sheet Submission Time: _____					

INTERNATIONAL TREE CLIMBING CHAMPIONSHIP WORK CLIMB

2026

REQUIRED EQUIPMENT—COMPETITOR'S RESPONSIBILITY				Climber Name / Number: _____	
☐ Approved Eye Protection	☐ Approved Climbing Harness	☐ Approved Climbing-Style Helmet		☐ Approved Climbing Line	
☐ Appropriate Footwear	☐ Approved Handsaw and Scabbard	☐ Appropriate Clothing		☐ Approved Work-Positioning Lanyard	
FOR ☐ BOXES — JUDGES SHALL AWARD THE SAME POINTS				Judge: _____ Group: _____	
SCORING POINTS			DISCRETIONARY POINTS		
 Bell	Completed Task: <i>Lanyarded in, gave audible warning, rang bell w/ handsaw</i> 0 2	+		Handsaw Station 0 1 2 3	Discretionary Points
	Rang bell w/ two hands on handsaw 0 3				
 Bell	Completed Task: <i>Lanyarded in, gave audible warning, rang bell w/ handsaw</i> 0 2	+		Limb Toss Station 0 1 2 3	Discretionary Points
	Rang bell w/ two hands on handsaw 0 3				
	Hit Target - First Throw 0 3				
	Hit Target - Second Throw 0 2				
 Bell	Completed Task: <i>Lanyarded in, gave audible warning, rang bell w/ pole pruner</i> 0 2	+		Pole Pruner Station 0 1 2 3	Discretionary Points
	Did not have two hands on pole pruner 0 -3		Penalty 		
	Used wrong end of pole 0 -3	-			
	Did not properly rehang pole 0 -3				
 Bell	Completed Task: <i>Walked limb out, lanyarded in, gave audible warning, rang bell w/ handsaw, walked limb back</i> 0 2	+		Limb Walk Station 0 1 2 3	Discretionary Points
	Rang bell w/ two hands on handsaw 0 3				
	Plumb bob points 0 2 4 6				
 Bell	Completed Task: <i>Gave audible warning, sounded horn/rang bell w/ hand</i> 0 2	+		Landing Station 0 1 2 3	Discretionary Points
	Landed with only feet touching 0 3				
	Inner Ring - 1 foot in / 2 feet in 0 2 4				
	Outer ring - 1 foot in / 2 feet in 0 1 2				
Breaking a limb within diameter range 0 -1 -2 DQ				Penalty 	MIN TIMER 1 SEC 1/100
Mandatory Penalty: Failure to issue an audible warning 0 -3 -6 DQ				Penalty 	MIN TIMER 2 SEC 1/100
Failure to end "extended stand clear" 0 -1 -2 -3 DQ				Penalty 	
Failure to use lanyard correctly 0 -3 DQ				Penalty 	
Discretionary Penalty: For unsafe acts as determined by Event Head Judge 0 -3 -6 DQ				Penalty 	
ALL BELLS RUNG? YES NO					
Reason for DQ: _____					
SCORER USE ONLY SCORE CHECKED SCORE ENTERED Score Sheet Submission Time: _____					