

7 ASCENT EVENT

7.1 Event Summary

The Ascent Event tests the competitor's ability to efficiently and safely use their selected and approved ascent system. The event assesses the competitor's efficiency in attaching the ascent system to the ascent line(s), ascending to the bell, and transferring into a descent system. The actual descent is not part of the event. Points are earned for speed as well as for meeting predetermined safety objectives.

Event Setup: The height can be set from 12 to 25 meters (39 ft, 4.5 in to 82 ft, 0.25 in). The finishing bell shall be installed at a distance of 38 centimeters (15 in) horizontally from the competitor's line. All competitors (men and women) ascend to the same predetermined height. Three sets of times will be recorded: Setup Time (attachment of ascending system to ascent line(s) and on-rope rest), Ascent Time (climb from ground to predetermined height), and Changeover Time (conversion from ascent to descent system). Motorized ascent systems may not be used during the event.

Ascent lines may be set in three configurations (Appendix 7) on a lowerable attachment point. Any combination of mechanical device and knotted cordage approved during gear inspection may be used. Systems will be set up, including the transfer to descent, during the gear inspection and recorded on the scoresheets. The system used during the Ascent Event must be the same system demonstrated during gear inspection.

The ascent lines shall be attached to a lowerable attachment point, controlled by a ground technician using a haul line. Additionally, an overhead belay system shall be in place and competitors shall be on belay at all times while aloft.

Ascent Event Rules

7.2.1 Each competitor shall be equipped with, and use, (an):

- approved climbing-style helmet,
- approved eye protection,
- approved tree-climbing harness (lightweight harness with dorsal attachment will be provided to be worn under the climber's harness, if required),
- approved ascent and descent system, and
- appropriate clothing and footwear.

7.2.2 Each competitor may configure the ascent line(s) in any format of his/ her choice on a lowerable attachment point, as outlined in Appendix 7. The attachment point will be lowered for each competitor for setup approval. Competitors may use the installed line(s) provided for the event or replace the line(s) with an approved climbing line(s) of the competitor's choice prior to the timed portion of the event.

7.2.3 The Head Technician will verify from the scoresheet that the ascent and descent systems used are the same ones demonstrated during gear inspection. If they are not, the competitor will not be permitted to compete in the Ascent Event.

7.2.4 An impartial belayer provides belay for the competitor during the climb.

7.2.5 Competitors shall keep the belay line attached to the harness and remain on belay at all times while participating in this event.

7.2.6 The technician shall perform a test to demonstrate the effectiveness and adjustment of the belay safety equipment with the competitor attached.

7.2.7 The competitor may have his/her climbing system, including non-PPE components, as fully assembled as desired, but nothing may be attached to the ascent line(s) prior to the start of the event. Any pre-weighting of the ascent line (e.g. adding a shot pouch or tying a knot in

the ascent line) is not permitted prior to the Head Judge saying “Go.” Any moving rope system shall have a stopper knot installed at the end of the line(s) prior to the competitor setting up his/her ascent system.

Setup Time

- 7.2.8 The competitor shall start the event from a 1-meter (~3-ft) diameter circle marked on the ground. The center of the circle shall be 3 meters (~10 ft) from the ascent line(s).
- 7.2.9 The competitor advises the Event Head Judge when ready and waits for the Event Head Judge to signal that the timers and technicians are ready to proceed.
- 7.2.10 Three times shall be recorded for setup. The timers start the clock when the Event Head Judge says “Go.”
- 7.2.11 When the Event Head Judge says “Go,” the competitor steps out of the circle and attaches his/her ascent system to the ascent line(s). The competitor must attach and configure the ascent system completely, including any foot/knee ascenders, foot loops, chest harnesses, tethers/ tenders, etc. The competitor then performs an on-rope test by raising both feet off the ground and placing both arms out away from his/her body, ensuring that body weight is placed in the ascent system, and not accessory components. This will signal to the Event Head Technician that the competitor has completed the setup. No part of the competitor’s body may be in contact with the ground during the on-rope test.
- 7.2.12 The timers stop the clock when the Event Head Technician, assigned by the competitor holding arms out and taking both feet off the ground, says “Time.”
- 7.2.13 Once time has stopped, the Event Head Technician confirms the correct setup.
- 7.2.14 If the setup is not successful (e.g. system does not hold or safety components are not attached), setup time will not be awarded.
- 7.2.15 If any life-support components are not attached or are configured incorrectly, a 3-point mandatory penalty will be given, in addition to the lost setup time. It is the competitor’s responsibility to ensure proper and complete setup prior to signaling to the Event Head Technician.
- 7.2.16 Once the system has been fully evaluated, the competitor may descend back to the ground. At this time, the competitor has the opportunity to reset his/her system before starting their timed ascent. No components of the system may be changed at this time. If changes must be made (e.g. addition of a foot ascender, chest harness, tethers/tenders, gloves, etc.), the competitor forfeits his/her setup time.
- 7.2.17 The time limit for the setup is 90 seconds.

Ascent Time

- 7.2.18 The competitor advises the Event Head Judge when ready and waits for the signal that the timers and technicians are ready to proceed.
- 7.2.19 Three times shall be recorded for ascent. The timers start the clock when the competitor’s second foot leaves the ground.
- 7.2.20 The timers stop the clock when the competitor rings the bell at the top of the climb with his/her hand.
- 7.2.21 The time limit for the ascent is 60 seconds.

Changeover Time

- 7.2.22 Three times shall be recorded for the changeover to descent. The timers start the clock when the competitor rings the bell at the top of the climb.
- 7.2.23 Immediately after ringing the bell, the competitor must change over to his/her approved descent system. All components of the system that may hinder descent must be detached from the competitor or the ascent line, such that the competitor is able to start the descent without hindrance (e.g. foot ascenders must be detached from the ascent line, but ascenders may be left on the ascent line above the competitor if they are detached from the competitor).
- 7.2.24 Equipment must be appropriately secured to the competitor or attached to the ascent line prior to ringing the bell for the second time. Cams left on the ascent line(s) must be engaged. Violations of this rule will result in loss of changeover time points.
- 7.2.25 The timers stop the clock when the competitor rings the bell at the top of the climb a second time.
- 7.2.26 The tree technician must verify that the descent system is attached correctly and no components from the ascent remain that may hinder descent. If the descent system is not correct, the competitor will not receive changeover points.
- 7.2.27 Once the descent mode has been verified by the tree technician, the competitor shall retrieve any components left on the ascent line. After the competitor has communicated with the belayer his/her intent to descend, the competitor may do so at a safe speed.
- 7.2.28 The competitor is required to remain on belay at all times during the descent.
- 7.2.29 The descent is not a timed portion of the event.
- 7.2.30 The time limit for the changeover is 90 seconds.

73 Scoring the Ascent Event (25 possible points)

- 7.3.1 For each section recorded, three stopwatches are used. Time is recorded to the hundredth of a second.
- 7.3.2 For the Setup and Changeover times, up to 3 Time Points can be awarded based on completion time. Time Points are awarded as follows:
 - 3 points – completed in 9.99 seconds or less
 - 2 points – completed in 10.00 to 24.99 seconds
 - 1 point – completed in 25.00 to 44.99 seconds
 - 0 points – completed in 45.00 seconds or more
- 7.3.3 A competitor who fails to finish within the time limit in any of the three sections of the event will be called to the ground and will receive only those points accumulated within that time. The time limit for the ascent is 60 seconds. The time limit for the setup and changeover are each set at 90 seconds.
- 7.3.4 For the ascent, the three times are averaged to produce the final ascent time. The competitor with the fastest ascent time will receive 17 points.
- 7.3.5 The remaining competitors' scores are calculated by subtracting the fastest competitor's time (in seconds) from the times of each of the other competitors.
- 7.3.6 For every 2-second difference in time between those scores, 1 point (of the 17 possible points) is deducted from the competitor's score.

Example scoring:

The fastest competitor (A) completes the ascent in 0:12.49 seconds.

The second-fastest competitor (B) completes the ascent in 0:13.33 seconds.

Time difference = 0:13.33 – 0:12.49 = 0.84 seconds = 0.42 point deduction.

The fastest competitor receives 17 points.

The second-fastest competitor receives 16.58 points (17 – 0.42) for the ascent.

7.3.7 Two additional points will be earned for incorporating a series backup in an ascent system (see Appendix 5 for definition).

7.3.8 In case of a tie, the competitor with the fastest ascent time wins.

74 Penalties Mandatory Penalties

A competitor will receive a 3-point penalty and a warning for the following infractions:

7.4.1 Tampering or interfering with components of the fall-protection equipment.

7.4.2 Preventing the correct function of a mechanical device.

7.4.3 Placing hands above a footlock Prusik.

7.4.4 Misconfigured or detached life-support components during the timed portion of the event.

75 Disqualification Mandatory Disqualification

A competitor will be disqualified for the following infractions:

7.5.1 A second mandatory penalty.

7.5.2 Dropping a piece of equipment while working aloft.

7.5.3 Failure to remain tied in.

7.5.4 Being more than 5 minutes late for event.

7.5.5 Misconduct.