

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 event 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 handsaw station, and subsection 3.2.1 discusses the requirement for lanyard use at the handsaw station.

You also 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.

NEW RULES AS OF JANUARY 2009

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ITCC Men's Hall of Champions

2008 Bernd Strasser, Germany Chapter

2007 Bernd Strasser, Germany Chapter

2006 Bernd Strasser, Germany Chapter

2005 Dan Kraus, Pacific Northwest Chapter

2004 Bernd Strasser, Germany Chapter
2003 Bernd Strasser, Germany Chapter
2002 Bernd Strasser, Germany Chapter
2001 Mark Chisholm, New Jersey Chapter
2000 Bernd Strasser, Germany/Austria Chapter
1999 Bernd Strasser, Germany/Austria Chapter
1998 Michael Cotter, Mid-Atlantic Chapter
1997 Mark Chisholm, New Jersey Chapter
1996 Rip Tompkins, New England Chapter
1995 Ken Palmer, New England Chapter
1994 Jim Harris, Pacific Northwest Chapter
1993 Ken Palmer, New England Chapter
1992 Bob Weber, Penn-Del 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

2008 Josephine Hedger, United Kingdom/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

ITCC Men's Footlock World Record – 15 meters

2007 Mark Chisholm, New Jersey Chapter

World Record Time: 13.80

ITCC Women's Footlock World Record – 12 meters

2008 Josephine Hedger, United Kingdom/Ireland Chapter

World Record Time: 15.88

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 or associate organization 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:
 - a. The previous year's world champions are invited back to defend the title. The chapter with the current world champions are allowed to send an additional climber to compete as the chapter's representative.
 - b. The ISA president may invite additional qualified climbers to compete at the international competition to fill vacant positions of available spots, at the president's discretion. Climbers must be the champion or runner-up of a local or regional ISA-sanctioned climbing championship.

- 2.1.2 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.
- 2.1.3 Contestants must be members of ISA prior to the start of the competition.

2.2 Equipment

- 2.2.1 It is each contestant's responsibility to ensure that all equipment is fully functional, clean, and contaminant free. (2008)
- 2.2.2 All equipment shall be manufactured to meet or exceed the minimum accepted industry safety standard unless otherwise specified in this document. Equipment must be considered appropriate for use in tree climbing. (This determination shall be made by the head judge.) If equipment is not clearly labeled to provide an industry standard mark, it is the competitor's responsibility to provide 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. (2009)
- 2.2.3 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.
- 2.2.4 If a contestant has a question about equipment or the legality of a climbing technique, it is the contestant's responsibility to have that equipment or technique approved by the head technician during the contestants' meetings the day prior to the event.
- 2.2.5 The events of the championship have been developed to provide an opportunity for qualified arborists to participate in an event that tests the knowledge and skill of a professional tree climber. Equipment used by competitors must meet the minimum industry standards for safety and shall reflect best practices.
- 2.2.6 All personal climbing equipment is subject to inspection and approval by the judges before each event.
- 2.2.7 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 ISA championship chairperson and head technician will address the question and make a ruling.
- 2.2.8 The final decision as to the suitability of equipment or a climbing technique rests with the head technician.
- 2.2.9 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. (2008)
- 2.2.10 **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. (2009)**
- 2.2.11 **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. (2009)**
- 2.2.12 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.
- 2.2.13 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.
- 2.2.14 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.
- 2.2.15 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. (2008)
- 2.2.16 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. Contestants and technicians who are working aloft should wear climbing style helmets. (2008)
- 2.2.17 All activity aloft (Work Climb, Masters' Challenge, Aerial Rescue, Secured Footlock, and Secured 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. (2008)
- 2.2.18 A suitable fall-protection system requires that the climbing line always be crotched above the climber.
- ~~2.2.16 After leaving the ground, the contestant must be tied in, belted in, or belayed at all times. (2008)~~
- ~~2.2.17 No unsecured footlock climbing or free climbing is permitted. (2008)~~
- 2.2.19 When footlocking, a contestant shall not wrap the Prusik cord around his/her arm. (2008)
- 2.2.20 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 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.
- 2.2.21 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.
- 2.2.22 Appropriate footwear is defined as a work 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. (2008)
- ~~2.2.21 The sole should provide proper traction for work on the ground as well as when working aloft. (2008)~~
- ~~2.2.22 The sole and upper portion of the boot should provide protection from penetration and pinching from rolling or falling objects. (2008)~~
- ~~2.2.23 Tennis shoes, jogging shoes, or other lightweight sport or recreation shoes are prohibited. (2008)~~

- 2.2.23 Prusik loops, split-tails, and work-positioning lanyards shall meet the minimum strength standards established for climbing lines and meet requirements of 2.2.2. Contestants must perform an “on-rope test” to demonstrate the effectiveness and adjustment of all friction hitches. (2008)
- 2.2.24 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. A six-coil Prusik hitch, a Klemheist, or other approved secure friction hitch shall be used for fall protection during the Secured Footlock event. (2008)
- 2.2.25 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.
- 2.2.26 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. (2008)
- 2.2.27 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. (2008)
- 2.2.28 Use of mechanical ascenders (Clog, Petzl, CMI, etc.) may be permitted, subject to the head technician’s prior approval.
- 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 static line must be backed up independently. Prusik cordage must meet the requirements of 2.2.21 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. (2008)
- 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 below the anchoring system. 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. (2008)
- 2.2.31 A contestant will not be permitted to place his/her hands on or near the cams of spring-loaded cam-type ascenders. 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 A contestant may securely lower equipment and have the equipment removed from a rope by an event technician. 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. The contestant must also notify the judges and technicians and receive an all-clear response from the head judge before securely lowering equipment or before a throwline, throw weight, rope, rope bag is thrown. Violation of this rule will result in the contestant being disqualified from that event. (2008)

- 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. (2009)**
- 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 or welding ascenders). No alterations to equipment from its original manufacturer’s design will be allowed without the express written consent of the manufacturer.
- 2.2.36 A contestant using a work-positioning lanyard (flip line, buck strap, etc.) that is attached to the side D-rings shall not attach both anchoring points of the lanyard to the D-ring on the same side.
- 2.2.37 Contestants may use the handsaws provided, or they may use their own handsaws. All handsaws shall have their teeth covered or removed.
- 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.

2.2 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. (2008)
- 2.3.2 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.
- 2.3.3 It is the responsibility of each contestant to be at each event at the scheduled time.
- 2.3.4 Contestants must report to the head judge before they are scheduled to start an event. If a contestant does not report to the head judge within 5 minutes of the scheduled starting time, the contestant forfeits that event.
- 2.3.5 Contestants not currently competing shall not approach or talk to event judges while the contest is in progress without the prior consent of the judge. Failure to abide by this rule may result in disqualification.
- 2.3.6 All protests shall be submitted by, or sponsored by, the competitor filing the protest to the championship chairperson in writing within 1 hour of the alleged rule infraction.
- 2.3.7 Protests must be made on an official protest form, which is available from the championship chairperson.
- 2.3.8 Misconduct in the presentation or discussion of protest is cause for immediate withdrawal of protest rights and/or possible disqualification.
- 2.3.9 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. (2008)
- 2.3.10 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.
- 2.3.11 A contestant may not leave the designated event area or bring additional equipment into the event area once he/she has started the event.

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 rope and saddle/harness. The event setup is the same for both men and women 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; the contestant must ring the bell before continuing to the next station. Contestants earn points for successfully completing the task at each station and ringing the bell. At certain stations, a contestant can earn bonus points for completing additional tasks. 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.

3.1.1 Work Climb contestants shall wear, at a minimum, the following equipment: climbing-style helmet, handsaw and scabbard, tree worker's saddle/harness, appropriate clothing and footwear, safety glasses, and a work-positioning lanyard. (2008)

3.2 The Handsaw Station

3.2.1 Contestants must reach the station, lanyard in (buckstrap, flip line) ~~if required~~, call for "stand clear," and ring the bell with a handsaw before continuing to the next station. (2008) **(2009)**

3.2.2 If a contestant rings the bell with something other than a handsaw (a hand or foot, for example), a 3-point penalty is assessed.

3.3 The Limb Toss Station

3.3.1 Contestants must reach the station, lanyard in, ring the bell with a handsaw, call for "stand clear," and receive confirmation that all is clear from the head judge 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.

3.3.2 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.

~~3.3.3 The contestant must reach the station and lanyard in before calling the warning (i.e., "stand clear"). (2008)~~

3.3.3 If unsuccessful with the first attempt, a contestant must throw a second time and will receive 2 points if the limb lands and remains within the target. The contestant does not need to recall "stand clear" prior to throwing the second limb.

3.3.4 A contestant receives 3 points if the limb lands **fully** within and remains within the target on the first throw. The limb shall not bounce into the target. (2008) **(2009)**

3.3.5 No more than 3 points can be earned for hitting the target at this station.

3.3.6 If a contestant misses on the second throw, no points are received.

3.3.7 If a contestant fails to lanyard in, ring the bell, call a warning before tossing the first limb, or 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 and will receive a 3 point penalty for each task that is not completed. ~~no scoring points for this station. In addition, the contestant will receive a 3 point penalty.~~ (2008)

3.3.8 If a contestant rings the bell with something other than a handsaw, a 3-point penalty is assessed.

~~3.3.9 If the contestant fails to ring the bell and/or fails to call a warning before tossing the first limb at the limb toss station, a 3-point deduction is assessed. (2008)~~

3.4 The Pole Pruner Station

- 3.4.1 Contestants must reach the station, lanyard in, call for “stand clear,” and then ring the bell using the working end of a pole pruner. **(2009)**
- 3.4.2 A 3-point penalty is assessed if a contestant does not use both hands on the pole when ringing the bell.
- 3.4.3 A 3-point penalty is assessed if a contestant rings the bell with the wrong end of the pole pruner.
- 3.4.4 Before moving to the next station, a contestant must successfully re-hang the pole pruner in the same location and position, or must return to the station to re-hang the pole pruner. The contestant’s time will continue during this process if requested by the head judge.

3.5 The Limb Walk Station

- 3.5.1 To complete the station correctly, 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 ~~if required~~, call for “stand clear,” 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. (2008) **(2009)**
- 3.5.2 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 head judge will determine the last point of contact.
- 3.5.3 If a contestant successfully works through the station and rings the bell without activating the buzzer, 10 additional points are awarded.
- 3.5.4 If a contestant rings the bell with something other than a handsaw, a 3-point penalty is assessed.

3.6 The Landing Station

- 3.6.1 At this final station, contestants must sound a horn or bell by hand, call for “stand clear,” and then perform a controlled descent, landing on a target on the ground. **(2009)**
- 3.6.2 Contestants must demonstrate a smooth, controlled descent and landing. Contestants must score with both feet based on the first point of contact. When a contestant lands, neither foot can be moved from the point where it first touched the ground. If a contestant moves his/her foot from the first point of contact to increase his/her score with the second foot, no landing points will be awarded.
- 3.6.3 A contestant can receive up to 4 additional points for landing in a standing position on the 2-meter-diameter target.
- 3.6.4 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 receive a 3-point penalty.
- 3.6.5 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. (2008)

- 3.6.6 A contestant who does not sound the horn or bell by hand before descending will not receive 9 points for completing the task or any additional points at the landing station.
- 3.6.7 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 bonus points for that station. (2008)

3.7 Work Climb Rules

- 3.7.1 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.
- 3.7.2 All equipment and practices must satisfy applicable safety standards.
- 3.7.3 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. (Any contestant who cuts any of the bells out of the tree will be disqualified.)
- 3.7.4 Any contestant who drops or throws a piece of equipment from the tree at any time during the climb will be disqualified from the event.
- 3.7.5 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 head judge, but contestants must finish with the landing station.
- 3.7.6 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.
- 3.7.7 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. A contestant must be completely detached from the climbing line for the clock to stop. (2008)
- 3.7.8 Contestants shall be safely tied in with a climbing line at all times while in the tree and must be secured with a lanyard at each work station (handsaw, limb toss, pole pruner, and limb walk) before ringing the bell. ~~If the contestant is open to a swing while performing a task at any of the work stations, judges will require the contestant to be secured with a lanyard before ringing the bell or tossing the limb. The judges will notify contestants in advance if such securing is to be required.~~ A contestant who breaks this rule will receive a 3-point penalty. Repeated failure to use the work-positioning lanyard may result in disqualification at the discretion of the head judge. (2008)
- 3.7.9 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.
- 3.7.10 Contestants must visit and successfully complete the task at each work station to earn points. If a contestant fails to visit a station, no time points are earned for the Work Climb, and no scoring points are earned for the station not visited.
- 3.7.11 Contestants are allowed a predetermined time limit (men are provided 5 minutes, and women are provided 7 minutes) to complete the climb. If a contestant reaches the time limit and has not completed the event, no time points are awarded, and scoring points are accumulated for the completed stations only.
- 3.7.12 At no time is a contestant allowed to have so much slack in the climbing line that the loop of slack hangs below the contestant's feet. A 3-point penalty is assessed and/or the contestant may be disqualified for violating this rule.

- 3.7.13 Judges may assess a 3-point penalty at any work station if a contestant performs an uncontrolled swing.
- 3.7.14 If a contestant falls during the landing, a 3-point penalty is assessed, and no points are awarded for hitting the landing target. The contestant is considered to have fallen on the landing if any part of the contestant's body, other than the feet, contacts the ground during the landing.
- 3.7.15 The target for the landing shall be 2 meters in diameter.
- 3.7.16 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.
- 3.7.17 A contestant may receive up to 4 additional points for landing on the target.
- 3.7.18 Landing with both feet entirely in the bull's-eye is worth 4 additional points. (See appendix for points awarded for each of the rings on the target.)
- 3.7.19 If any part of the foot touches the line, a contestant is scored as going outside the line.
- 3.7.20 One foot on the outer circle line and the second foot out of the outer circle is scored as no points.
- ~~3.7.21 The contestant's landing is scored from the first point of contact on the ground to the point where the contestant comes to rest with both feet on the ground and is in a standing position. (2008)~~
- ~~3.7.22 Once a contestant's foot has come into contact with the ground or target, that point of contact becomes the highest scoring zone possible for that foot. If the contestant moves that foot to a higher scoring zone after the first point of contact has been made, no higher score can be gained by that foot. (2008)~~
- ~~3.7.23 Once both feet have come in contact with the ground, the contestant may not move to a higher value on the target. For example, if the contestant lands with both feet outside the target and then jumps or drags into and lands on the bull's eye, the landing is scored as a zero. (See appendix diagram for scoring the landing.) (2008)~~
- ~~**3.7.21 At the limb toss station, all parts of the limb must be inside the circle to score. (2009)**~~
- 3.7.21 Failure to leave a work station as it was found will result in the loss of positive points for that station.

3.8 Scoring the Work Climb (80 possible points)

- 3.8.1 Scoring for this event is based on two categories: assessment of work tasks completed and time.
- 3.8.2 **Fifty potential scoring points can be amassed including scoring points, station points, and judges' discretionary bonus points. ~~55 by successfully completing various tasks at the work stations and up to an additional 5 that are judges' discretionary bonus points. (2009)~~**
- 3.8.3 No scoring points are awarded for any task not completed correctly.
- 3.8.4 Judges levy penalty points for various infractions, including failure to use lanyard, excess slack in the climbing line, uncontrolled swings, falling during the landing, or other infractions at the judges' discretion.
- 3.8.5 Penalty points also are levied for failing to use a handsaw to ring the bell or failing to keep both hands on the pole pruner when ringing the bell.
- 3.8.6 The event is also timed, with up to 30 potential time points.
- 3.8.7 The contestant with the fastest time earns 30 points.
- 3.8.8 Other contestants receive a 1-point deduction from the 30-point total for every **10** seconds their time exceeds the fastest time. **(2009)**

- 3.8.9 There is a predetermined time limit for this event.
- 3.8.10 If a contestant reaches the time limit and has not completed the event, no time points are awarded, and scoring points and bonus points are accumulated for the completed stations only. (The handsaw, limb toss, and pole pruner stations are completed when the contestant unclips his/her lanyard from the branch at the station. The limb walk station is completed when the contestant's foot touches, the predetermined mark on the limb. The landing station is completed when the contestant has fully disconnected the climbing line and friction hitch from the tree climbing saddle/harness. (2008)
- 3.8.11 If a contestant fails to visit any station, then no time points are awarded and scoring points are accumulated for the completed stations only.

3.9 Potential Penalties

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

- 3.9.1 Failure to ring bell with handsaw when required.
- 3.9.2 Failure to use two hands on the pole pruner to ring the bell.
- 3.9.3 Failure to use work-positioning lanyard when required.
- 3.9.4 Failure to use the working end of the pole pruner to ring the bell.
- 3.9.5 Failure to properly re-hang the pole pruner.
- 3.9.6 Failure to attempt the limb toss.
- 3.9.7 Failure to ring the bell or call **the audible warning at each work station. (2009)**
- 3.9.8 Falling during the landing.

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

- 3.9.9 Failure to maintain a taut climbing system.
- 3.9.10 Performing an uncontrolled swing.
- 3.9.11 High-speed or dangerous descent.

3.10 Potential Disqualification

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

- 3.10.1 Repeated or dangerous uncontrolled swing.
- 3.10.2 Repeated failure to use work-positioning lanyard.
- 3.10.3 Failure to maintain a taut climbing system or climbing above the tie-in point.
- 3.10.4 High-speed or dangerous descent.

3.11 Disqualification

A contestant will be disqualified for the following infractions:

- 3.11.1 Dropped piece of equipment. **See Rule 2.2.32 (2009)**
- 3.11.2 Any piece of equipment left in tree.
- 3.11.3 Breaking of sizable branch (branch size to be decided prior to the event, at the judge's discretion).

- 3.11.4 Failure to remain tied in to the tree on at least one point of attachment.
- 3.11.5 More than 5 minutes late for event.
- 3.11.6 Misconduct.

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 men and women contestants.

The 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. ~~and that~~ The injured climber (dummy) should be lowered as safely, carefully, and efficiently as possible. (2008)

~~The standard rescue scenario is that the incident has just occurred, and~~ The contestant, as first responder, will assume control of the site, take control of all relevant safety issues, and will contact local emergency services. (2008)

While the contestant is entering the tree, the emergency medical technician (EMT) arrives. The EMT on site has instructed the contestant that the injured climber must be lowered safely to the ground so that the EMT can perform an assessment. The EMT does not have the equipment or training to lower the injured climber and is not fully trained in the hazards associated with performing an aerial rescue from a tree and therefore is unable to assist. (2008) **The EMT will be identified prior to the event by the head judge, all communication from the competitor will be directed to the designated EMT only. (2009)**

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. (2008)
- 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. (2008)
- 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 that meets the requirements of rule 2.2.2. **The contestant shall issue the audible warning, "stand clear," before lowering the injured climber safely to the ground. (2009)**
- 4.2.5 Contestants must remain tied in on a separate climbing line or work-positioning lanyard throughout the event.

- 4.2.6 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.
- 4.2.7 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.
- 4.2.8 Timing begins when the head judge says “go” and instructs the contestant to proceed.
- 4.2.9 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.
- 4.2.10 Men are provided 5 minutes to complete the event, and women are provided 7 minutes.
- 4.2.11 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 head judge to exit the tree.
- 4.2.12 A contestant receives points only for tasks that were completed within the time limit.
- 4.2.13 If a contestant enters the tree using an approved secured footlock technique, 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 will be pre-determined by the head judge. The first offense will generate a warning; a second offense will generate a disqualification. (2008)
- 4.2.14 A contestant may leave a piece of equipment in the tree provided the 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.

4.3 Scoring the Aerial Rescue (50 possible points)

- 4.3.1 The Aerial Rescue is worth up to 50 points.
- 4.3.2 Up to 40 points are awarded in increments of 0 to 10 points for each of the following four tasks performed during the climb:
 - Pre-assessment: 10 points
 - Entry and tie-in point: 10 points
 - Movement to and handling of casualty: 10 points
 - Descent and touchdown: 10 points
- 4.3.3 Up to 10 bonus points may be awarded at the discretion of the judges for style, innovation, or safe work practices.
- 4.3.4 In case of a tie, the contestant with the fastest time wins. Time may also be used as a measure of efficiency.
- 4.3.5 A contestant who fails to finish within the time limit will be called to the ground and will receive only those points accumulated to that point. No bonus points will be awarded.

4.4 Potential Disqualification

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

- 4.4.1 Repeated or dangerous uncontrolled swing.
- 4.4.2 Repeated unsafe actions. The first instance will result in a warning. The second instance will result in disqualification.
- 4.4.3 Repeated failure to use lanyard or issue audible warnings. (2009)

- 4.4.4 Failure to maintain a taut climbing system, or climbing above the tie-in point.
- 4.4.5 High-speed or dangerous descent.
- 4.4.6 Breaking of a sizable branch (branch size to be decided prior to the event).

4.5 Disqualification

A contestant will be disqualified for the following infractions:

- 4.5.1 Dropped piece of equipment. **See Rule 2.2.32 (2009)**
- 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).

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 climbing line in a tree at heights between approximately 40 and 60 feet (12 and 18 meters). Contestants attempt to toss a throwline through two of six targets. Targets can be located in a single tree, three on each side; or in multiple trees as long as there are two distinct sets of three targets. The targets are worth 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 throwline may be manipulated in the tree. This includes attaching more than one throwline or climbing line together to perform manipulation techniques. The throw is counted by the judges as a score only if it is in the target area and both ends of the line are hanging parallel and touching the ground. An additional 3 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.

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. (2008)
- 5.2.2 The throwline or rope 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.
- 5.2.3 Contestants may use up to two climbing lines and no more than three throwlines.
- 5.2.4 Contestants may use equipment provided, or they may use their own throwlines if approved by the judges.
- 5.2.5 Contestants are given 6 minutes to complete the event. The setup of all throwline ropes and equipment is included within the 6-minute time limit.
- 5.2.6 A contestant tells the judges when he or she is ready to proceed and waits for the head judge's signal to start. Time starts when the head judge says "go" and instructs the contestant to proceed.

- 5.2.7 A contestant can throw either a climbing line or a throwline.
- 5.2.8 A contestant can throw at any target, in any order, any number of times, and the climbing line or throwline 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. (2008)
- 5.2.9 A throw is considered legal and scores only when the throwline or climbing line is within the target area and both ends of the line are hanging parallel and touching the ground.
- 5.2.10 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.
- 5.2.11 If a contestant wishes the throw to be scored, he or she must ask the head judge to register it.
- 5.2.12 The judges record the time of the first score and final score and determine whether the throws meet the criteria in rules 5.2.9 and 5.2.10.
- 5.2.13 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.
- 5.2.14 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.
- 5.2.15 Once the judges are told to register a throw, it cannot be changed.
- 5.2.16 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.
- 5.2.17 Before using a backup throwline, a contestant must declare the line to be stuck and may not use or score with the stuck throwline thereafter during the competition.
- 5.2.18 If all three lines get stuck, the contestant is not allowed to continue, and the score up until that time will count.
- 5.2.19 A contestant who breaks a limb with a stuck line will be penalized at the judge's discretion. The penalty may be 1, 2, or 3 points.
- 5.2.20 A contestant who breaks a large branch (the size of branch will be decided prior to the event) with a stuck line may be disqualified at the discretion of the judges.
- 5.2.21 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.
- 5.2.22 Time begins when the head judge tells the contestant to begin.
- 5.2.23 Time stops when a contestant has successfully installed both climbing lines in the tree or time has expired.
- 5.2.24 In the event of a tie, the contestant with the fastest time wins. If the final times are the same, the fastest time for the first score registered will win. (2008)
- 5.2.25 Contestants will be provided 6 minutes to set up and complete the event unless, at the discretion of the head judge, an alternative time limit is set.
- 5.2.26 Contestants must install at least one climbing line over one of the targets within the time limit.
- 5.2.27 A contestant who does not install a climbing line will be penalized 3 points from the score accumulated before time expired.

- 5.2.28 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. (2009)**
- 5.2.29 If the throwline was not declared a legal score before the climbing line was dropped, the contestant may re-throw the throwline.
- 5.2.30 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.
- 5.2.31 A contestant cannot score less than 0 in this event.
- 5.2.32 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 after the event time has expired. (2008)
- 5.2.33 If a contestant’s throwline and/or throw weight leave the flagged area during a throw, while being manipulated or otherwise removed from the tree, a 3-point deduction is assessed. A second offense will result in disqualification from the event.
- 5.2.34 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.
- 5.2.35 If a contestant attempts another throw before removing or registering the first, that throw and the first throw are disqualified.
- 5.2.36 Contestants shall issue **the** audible warning, “stand clear,” and receive confirmation of “all clear” from the 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 ~~do so~~ **issue audible warnings** will result in a 1-point deduction for each infraction of this rule. Two one point penalty warnings will be issued. The third offense will result in a disqualification. (2008) **(2009)**

5.3 Scoring the Throwline (20 possible points)

- 5.3.1 Contestants may register only two throws with the judges.
- 5.3.2 The time taken to legally register both throws (and/or also install the climbing lines) will be recorded.
- 5.3.3 The highest (or most difficult) target scores 7, the middle target scores 5, and the lowest (or easiest) target scores 3.
- 5.3.4 Three additional points can be scored for installing a climbing line over one target in each set.
- 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 14 points for hitting the targets (7 on each side of the tree) and an additional 6 points (3 on each side of the tree) for installing climbing lines.
- 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 is the winner.

Example scoring:

Contestant A

Scores 7 points for hitting the top target, and 3 points for installing a climbing line on the first side, and an additional 5 points for hitting the middle target on the other side of the tree but runs out of time before installing the climbing line. Contestant A scores $7 + 3 + 5 = 15$ points; time 6:00 minutes.

Contestant B

Scores 5 points for hitting the middle target and an additional 3 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 3 for installing the rope in the second target area. Contestant B finishes the event in 3:54. Contestant B scores $5 + 3 + 3 + 3 = 14$ points; time 3:54 minutes.

Contestant C

Scores 7 points on the first side and then scores an additional 7 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 $7 + 7 - 3 = 11$ points; time 6:00 minutes.

Contestant D

Scores 5 points for hitting the middle target and an additional 3 for installing the climbing line over the target. Contestant D then 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 head judge with a total time of 4:35. Contestant D scores $5 + 3 + 3 = 11$; time 4:35 minutes.

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

5.4 Potential 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.
- 5.4.3 1-point penalty if the throwline cannot be retrieved after the time runs out.
- 5.4.4 3-point penalty for failing to control the throwline within the flagged area.
- 5.4.5 Up to 3-point penalty at judge's discretion for breaking a limb with a line.
- 5.4.6 1-point penalty for each failure to issue an audible warning and receive confirmation of "all clear" from the head judge before **throwing or** removing any throwline ~~with the throw weight attached~~. Two one point penalty warnings will be issued. The third offense will result in a disqualification. (2008) **(2009)**

5.5 Disqualification

A contestant will be disqualified for the following infractions:

- 5.5.1 Breaking of a sizable branch (branch size to be decided prior to event).
- 5.5.2 Being more than 5 minutes late for event.
- 5.5.3 Two throws that land outside the flagged area.
- 5.5.4 Failure to issue an audible warning (third offense). (2008)
- 5.5.5 Misconduct.

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. (2008)

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. (2008)
- 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. ~~tie in with and use the installed climbing line provided for the event. (2009)~~
- 6.2.3 Contestants signal the judges when ready and wait for the 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. (2008)
- 6.2.6 Contestants must follow the predetermined route and remain ~~on-belay tied in~~ at all times. (2009)
- 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 Contestants may not use the section of the climbing line from the climbing saddle/harness to the top pulley block to aid the climb. A contestant is disqualified if this section of the climbing line is used. (2009)~~
- 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. (2009)
- 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. (2009)
- ~~6.2.10 Contestants must keep the climbing line attached to the climbing saddle/harness at all times. (2009)~~
- 6.2.10 Three stopwatches are used, and the time is recorded to the hundredth of a second.
- 6.2.11 The three times are averaged to produce the final time.

6.3 Scoring the Belayed Speed Climb (20 possible points)

- 6.3.1 The event is based purely on time.
- 6.3.2 The fastest contestant to the top is the winner and receives 20 points.

- 6.3.3 The remaining contestants' scores are calculated by subtracting the fastest contestant's time (in seconds) from the times of each of the other contestants.
- 6.3.4 For every 1-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.

Example scoring:

The fastest contestant completes the climb in 0:30:00 seconds.

The second-fastest contestant completes the climb in 0:35:29 seconds. Time difference = 5:29 seconds = 5.29-point deduction

The fastest contestant receives 20 points.

The second-fastest contestant's score is $20 - 5.29 = 14.71$.

6.4 Potential Disqualification (2009)

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

- 6.4.1 **Dangerous uncontrolled swing. (2009)**
- 6.4.2 **Leaping or jumping creating excessive slack. (2009)**

6.5 Disqualification

A contestant will be disqualified for the following infractions:

- ~~6.5.1 Using the section of rope between the saddle/harness and pulley. (2009)~~
- 6.5.1 **Second infraction of using the lead of the rope to advance position. See Rule 6.2.3. (2009)**
- 6.5.2 Dropping a piece of equipment. See Rule 2.2.32. (2009)
- 6.5.3 Breaking of a sizable branch (size of branch to be determined prior to the event).
- 6.5.4 Failure to remain tied in. ~~into the tree on at least one point of attachment. (2009)~~
- 6.5.5 Being more than 5 minutes late for event.
- 6.5.6 Misconduct.
- 6.5.7 Not sounding all required bells. (2008)

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. 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.

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. (2008)
- 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 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 The official heights for the record books shall be 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 15" from the competitor's line. (2009)**
- 7.2.7 Contestants are given 60 seconds to complete the event. If a contestant does not reach the bell/buzzer within the 60-second time limit, the head judge will instruct the contestant to stop and descend to the ground. The contestant will receive no points.
- ~~7.2.8 The contestant must wear a climbing saddle with a built-in fall protection harness or a climbing saddle and a fall protection harness attached to a belay at the dorsal attachment point. (2008)~~
- ~~7.2.9 The head judge provides the harness. (2008)~~
- 7.2.8 An impartial belayer provides belay for the contestant during the climb.
- 7.2.9 Contestants must keep the belay line attached to the harness and remain on belay at all times while participating in this event.
- 7.2.10 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. (2008)
- 7.2.11 Contestants must perform an "on-rope test" to demonstrate the effectiveness and adjustment of the fall-arrest safety equipment.
- 7.2.12 Contestants must not descend on the Prusik hitch.
- ~~7.2.13 A figure 8 is provided for climbers to use during the descent. (2008)~~
- 7.2.13 Contestants must use an approved descending device such as a figure 8 for the descent. (2008)
- 7.2.14 Equipment such as a carabiner may be attached to a contestant's boots in order to keep the climbing line close to the feet.
- 7.2.15 Contestants are required to remain on belay at all times during the descent.
- 7.2.16 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 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.
- 7.2.17 Times recorded by all three stopwatch timers must be within a 75/100ths of a second tolerance range from each other. Times outside this range will not be valid. If one stopwatch time is not valid, the two remaining times are averaged to produce the official final time.

7.3 Scoring the Secured Footlock (20 possible points)

- 7.3.1 The event is based purely on time.
- 7.3.2 Contestants who do not reach the bell/buzzer within 60 seconds will receive no points.
- 7.3.3 The fastest contestant to the top is the winner and receives 20 points.
- 7.3.4 The remaining contestants' scores are calculated by subtracting the fastest contestant's time (in seconds) from the times of each of the other contestants.
- 7.3.5 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.

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

- 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

A contestant will be disqualified for the following infractions:

- 7.5.1 Dropped piece of equipment. See **Rule 2.2.32 (2009)**
- 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 head timer's signal, "Go," a contestant enters the designated work area. The contestant must perform a 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 station, the contestant must ring a bell 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 to drop and activate a buzzer, no points are earned for completing the task. 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.

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. (2008)
- 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 2.2.2.
- 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. (2009)**
- 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 visual 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. ~~and should not exceed 20 minutes.~~ (2008)
- 8.2.10 Official timing begins when the 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. (2008)
- 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.
- 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. A contestant will be called to the ground by the head judge if the time limit elapses or safety standards are violated.

- 8.2.15 There will be either three or five Masters' Challenge judges. When five judges are available, high and low scores are thrown out, and the remaining three scores are averaged to provide the official score.
- 8.2.16 Previously installed climbing lines are not permitted in this event.
- 8.2.17 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 ~~and final~~ attempt worth 2 points. **Additional throw attempts will receive 0 points. (2009)**
- 8.2.18 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. (2009)**
- 8.2.19 If a contestant's throwline and/or throw weight leave 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.
- 8.2.20 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. (2009)**
- 8.2.21 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.
- 8.2.22 Each contestant may choose the route and order in which to approach the work stations.
- 8.2.23 At each station, a contestant must demonstrate the ability to work freely with both hands.
- 8.2.24 A contestant is awarded 10 points for successfully completing each of the following tasks:
- a. Hand-bell stations: Contestant is required to ring bell with a handsaw.
 - b. Pole-pruner station: Contestant is required to ring bell with the working end of the pole pruner.
 - 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 ~~walk the limb and~~ 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 that station. (2008) **(2009)**
 - d. No completion points are awarded at stations where a contestant fails to correctly complete the required task.
- 8.2.25 Each contestant is scored on the criteria identified on the official score sheet.
- 8.2.26 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 (300 possible points)

- 8.3.1 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.
- 8.3.2 Individual scoresheets are provided to each of the scoring judges for each of the contestants.
- 8.3.3 During the international competition and other competitions using the "new life" format, the overall winner of the competition will be the contestant with the highest point total in the Masters' Challenge. ~~During competitions using the cumulative scoring format, the overall winner of the competition will be the contestant with the highest point total from the preliminary round and the Masters' Challenge combined. (2008)~~

8.4 Potential Disqualification

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

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

8.5 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 (2009)**
- 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.
- ~~8.5.7 Failure to install a climbing line after the 5th attempt. (2008) (2009)~~

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

8.7 Potential Penalties

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

- 8.7.2 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 E, under Work Stations).
- 8.7.3 A mandatory 20-point deduction will be assessed for failing to retrieve all equipment within the time limit.

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 member of the ITCC Rules Committee or ITCC/ETCC Operations Committee serves as an independent judge.
2. The event is held under the auspices of ISA.
3. The chapter or group undertaking the attempt
 - a. verifies that the contestant has previously recorded a Secured Footlock time within three (3) seconds of the existing recorded world-record time.
 - b. gives two (2) months notice of the event by completing the event request form (attached) and sending it to the ITCC staff liaison at ISA headquarters, who will notify the ITCC chair.
 - c. pays all costs associated with bringing in a member of the ITCC Rules Committee or ITCC/ETCC Operations Committee to serve as an independent judge.
4. All equipment used by the climbers and officials must satisfy the requirements listed in the current ITCC rules and regulations.
5. The rules for the Secured Footlock event (ITCC rules 7.1 - 7.5.4) must be followed.
6. 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 recorded must be within 75/100ths second of each other to qualify for recording. Times outside of that range will not be recorded. The three manual times will be added together and an average time for each climber recorded. If a manual stopwatch fails, only the times within 75/100ths second of each other will be used to calculate an average time.
7. 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 be within 75/100ths second of each other to qualify for recording. Times outside of that range will not be recorded. If a manual stopwatch fails, only the times within 75/100ths second of each other will be used to calculate an average time.
8. The request for validation form (attached) must be fully completed and returned to the ITCC staff liaison at ISA headquarters.

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

Event Information

Name of Chapter/Group _____

Name of Event _____

Address of Event _____

State/Province, Country _____



Contact Information

Chapter President's Name: _____

Chapter 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 or 40-foot 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

ITCC Committee Chairmen Signature _____ **Date** _____

ITCC Rules 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.

Eight climbers compete in the Head-to-Head Secured Footlock. The climbers are those who scored in the top eight places at the previous day's Secured Footlock. If a top-eight finisher from the Secured Footlock does 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 7.2.1 –7.2.15, 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 recorded must be within 75/100ths second of each other to qualify for recording. Times outside of that range will not be recorded. The three manual times will be added together and an average time for each climber recorded. If a manual stopwatch fails, only the times within 75/100ths second of each other will be used to calculate an average time.

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 be within 75/100ths second of each other to qualify for recording. Times outside of that range will not be recorded. If a manual stopwatch fails, only the times within 75/100ths second of each other will be used to calculate an average time.

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.