

# INTERNATIONAL TREE CLIMBING CHAMPIONSHIP

## WORK CLIMB

Revised 2009

### Required Equipment

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

### Disqualified

- Lost or dropped a piece of equipment
- Performed unsafe practice
- Broke sizeable limb
- Late for event
- Lost helmet
- Lost eye protection

### Bonus / Penalty Guidelines

- 2 - Unsafe act, fall
- 1 - Slip, Uncontrolled movement
- 0 - Average performance
- 1 - Efficient, well planned
- 2 - Outstanding performance
- 3 - Exemplary performance

WORK STATIONS (+50 points possible)	PLEASE CHECK APPROPRIATE BOX(ES)	SCORING POINTS															
<b>Handsaw Station</b> Completed task (ring bell) Penalty for not using handsaw to ring bell Penalty for not using lanyard Penalty for failure to call warning  Judges discretionary bonus / penalty points	+5 -3 -3 -3  +3 +2 +1 0 -1 -2	SCORING POINTS  DEDUCTIONS  TOTAL	Climbers Name _____  Climbers Number _____  Judge _____														
<b>Limb Toss Station</b> Completed task (ring bell) Hit target first throw Hit target second throw Penalty for not using lanyard Penalty for failure to call warning Penalty for not using handsaw to ring bell Penalty for not throwing limb Penalty for failure to ring bell before tossing limb  Judges discretionary bonus / penalty points	+5 +3 +2 -3 -3 -3 -3  +3 +2 +1 0 -1 -2	SCORING POINTS  DEDUCTIONS  TOTAL	<b>JUDGING GUIDELINES</b> Contestants who fail to visit a station or fail to sound the landing horn will not receive any time points for the event and no positive points for that station. If a contestant reaches the time limit and has not completed the climb, he or she will not receive time points for the event and will only receive scoring points accumulated up to that point. Judges shall assign bonus or penalty points for each station based on their assessment of the climber's skill and safety, and taking in to account any practices that may be damaging to the tree.														
<b>Pole Pruner Station</b> Completed task (ring bell) Penalty for not using two hands on pole Penalty for using wrong end of the pole Penalty for not using lanyard Penalty for failure to call warning Penalty for not properly rehanging the pole  Judges discretionary bonus / penalty points	+5 -3 -3 -3 -3 -3  +3 +2 +1 0 -1 -2	SCORING POINTS  DEDUCTIONS  TOTAL															
<b>Limb Walk Station</b> Completed task (ring bell) Did not activate buzzer Penalty for not using handsaw to ring bell Penalty for not using lanyard Penalty for failure to call warning  Judges discretionary bonus / penalty points	+2 +6 -3 -3 -3  +3 +2 +1 0 -1 -2	SCORING POINTS  DEDUCTIONS  TOTAL															
<b>Final Descent and Landing Station</b> Completed task (sound horn, land) Double bullseye Single bullseye Double outside circle Single outside circle Penalty for failure to call warning Penalty for falling during landing  Judges discretionary bonus / penalty points	+5 +4 +3 +2 +1 -3 -3  +3 +2 +1 0 -1 -2	SCORING POINTS  DEDUCTIONS  TOTAL															
			<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;"><b>Handsaw total</b></td> <td style="width: 50%;"></td> </tr> <tr> <td><b>Limb toss total</b></td> <td></td> </tr> <tr> <td><b>Pole pruner total</b></td> <td></td> </tr> <tr> <td><b>Limb walk total</b></td> <td></td> </tr> <tr> <td><b>Landing station total</b></td> <td></td> </tr> <tr> <td><b>Time Points Total</b></td> <td></td> </tr> <tr> <td><b>Final Score</b></td> <td></td> </tr> </table>	<b>Handsaw total</b>		<b>Limb toss total</b>		<b>Pole pruner total</b>		<b>Limb walk total</b>		<b>Landing station total</b>		<b>Time Points Total</b>		<b>Final Score</b>	
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<b>Pole pruner total</b>																	
<b>Limb walk total</b>																	
<b>Landing station total</b>																	
<b>Time Points Total</b>																	
<b>Final Score</b>																	

**TIME**

Minutes      Seconds      1/100THS

		:			:		
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**TIME POINT CALCULATION**

TO BE FILLED OUT AT SCORER'S TABLE

CONTESTANTS TIME CONVERTED TO TOTAL SECONDS \_\_\_\_\_

MINUS FASTEST TIME IN TOTAL SECONDS \_\_\_\_\_

TOTAL \_\_\_\_\_

DIVIDE BY 10      ÷ 10

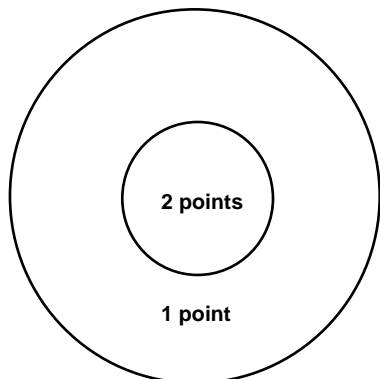
TOTAL DEDUCTION \_\_\_\_\_

SUBTRACT FROM 30 TOTAL POINTS FOR TIME \_\_\_\_\_ (Y)

## INTERNATIONAL TREE CLIMBING CHAMPIONSHIP WORK CLIMB - SCORING THE LANDING

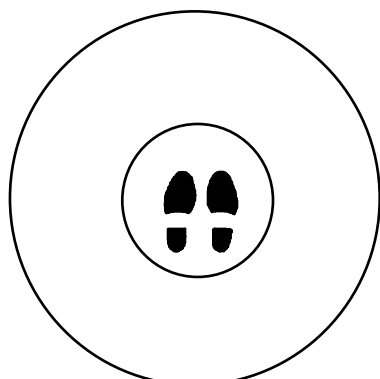
If any part of the foot is touching the line the score is the lower point

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

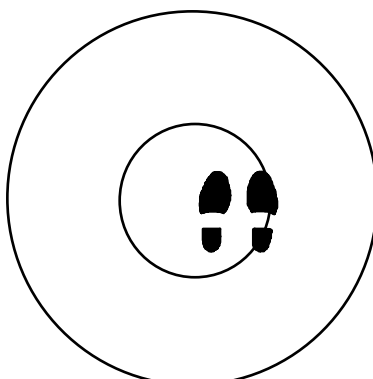


**Rule 3.6.2**

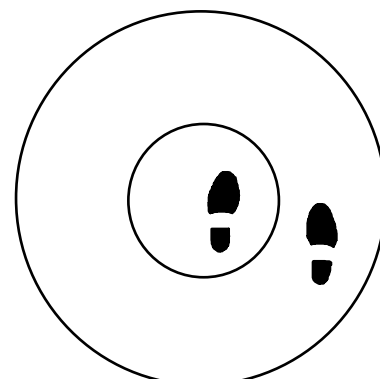
Contestants must demonstrate a smooth, controlled descent and landing. Contestants must score with both feet based on the first point of contact. When a contestant lands, neither foot can be moved from the point where it first touched the ground. If a contestant moves his or her foot from the first point of contact to increase his/her score with the second foot, no landing points will be awarded. (2007)



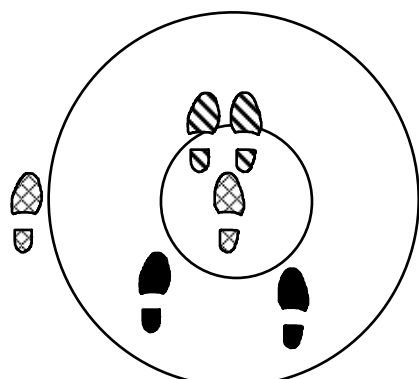
**Double bullseye  
4 points**



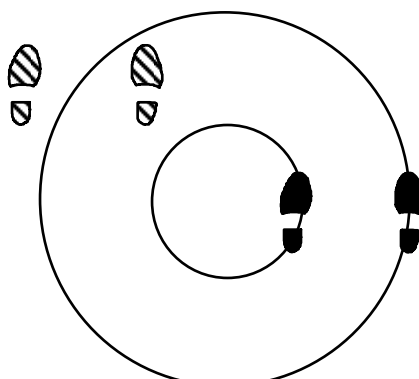
**Single bullseye  
3 points**



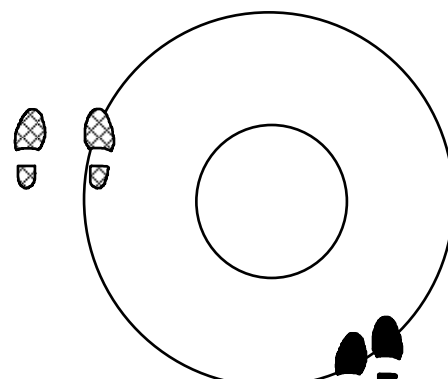
**Single bullseye  
3 points**



**Double outside circle  
2 points**



**Single outside circle  
1 point**



**0 points**

**INTERNATIONAL TREE CLIMBING CHAMPIONSHIP  
AERIAL RESCUE**

Climber Number \_\_\_\_\_

Revised 2008

Climber Name \_\_\_\_\_

**REQUIRED EQUIPMENT**

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

**Judges Name:** \_\_\_\_\_

**SCORING GUIDELINES:**

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

**PRE-ASSESSMENT (0 – 10 points)**

- Casualty Assessment / Communication with victim
- Check site safety / Site hazards
- Start emergency call procedures / Communication with emergency responder

- Visual tree inspection / Pre-Climb assessment
- Appropriate Rescue Equipment

Score:

**ACCESS & TIE-IN POINT (0 – 10 points)**

- Appropriate, efficient access / Ascent
- Use of innovative technique
- Appropriate communication / Directions to injured climber

- Rope control and use
- Suitable tie-in point / Secure climbing system

Score:

**MOVEMENT TO AND HANDLING OF CASUALTY (0 – 10 points)**

- Rescue plan and procedure
- Safe, smooth, efficient movement
- Assessment of casualty / Communication to EMT

- Appropriate casualty handling/care
- Handling and support of injured climber

Score:

**DESCENT AND TOUCHDOWN (0 – 10 points)**

- Good position / Control of self and casualty
- Well planned / Smooth / Controlled descent
- Appropriate communication / Directions to EMT

- Touchdown appropriate for injury
- Transfer of responsibility to emergency personnel

Score:

**JUDGES DISCRETIONARY BONUS\* (0 – 10 points) \*Only to be awarded if event completed within the time limit**

- Overall use of safe work practices and techniques
- Use of appropriate and/or innovative equipment and techniques
- Overall communication skills
- Quality of casualty care
- Overall demonstration of skill and knowledge

Score:

**DISQUALIFIED**

- Equipment or PPE lost or dropped
- Misconduct
- Performed unsafe practice
- Broke sizeable limb
- Late for event (5 mins.)

Timer 1:

Timer 2:

Average Time:

Time:

Total Score:

# INTERNATIONAL TREE CLIMBING CHAMPIONSHIP THROWLINE

Climber Number \_\_\_\_\_

Climber Name \_\_\_\_\_

<p><b>REQUIRED EQUIPMENT</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Safety glasses</li> <li><input type="checkbox"/> Climbing-style helmet</li> <li><input type="checkbox"/> Appropriate footwear</li> <li><input type="checkbox"/> Appropriate clothing</li> <li><input type="checkbox"/> Approved throw ball</li> <li><input type="checkbox"/> Approved climbing line</li> </ul> <p style="text-align: right;"><b>Head Judge:</b> _____</p>	<p><b>SCORING GUIDELINES:</b></p> <p>Weight must be whipped back to ground for score to count.</p> <p>The throwline or climbing line may be manipulated in order to end in a crotch that scores.</p>
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<p><b>Side 1</b></p> <p>Score for Target <input type="text" value="7"/> <input type="text" value="5"/> <input type="text" value="3"/></p> <p>Score for Installation of Climbing Line <input type="text" value="0"/> <input type="text" value="3"/></p>	<p><b>Side 1</b> TOTAL SCORE</p> <input style="width: 50px; height: 30px;" type="text"/>	<p><b>Side 1</b> (mins:secs)</p> <p>TIMER 1 <input style="width: 40px; height: 20px;" type="text"/> :</p> <p>TIMER 2 <input style="width: 40px; height: 20px;" type="text"/> :</p> <p><b>AVERAGE</b> <input style="width: 40px; height: 20px;" type="text"/> :</p>
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<p><b>Side 2</b></p> <p>Score for Target <input type="text" value="7"/> <input type="text" value="5"/> <input type="text" value="3"/></p> <p>Score for Installation of Climbing Line <input type="text" value="0"/> <input type="text" value="3"/></p>	<p><b>Side 2</b> TOTAL SCORE</p> <input style="width: 50px; height: 30px;" type="text"/>	<p><b>Side 2</b> (mins:secs)</p> <p>TIMER 1 <input style="width: 40px; height: 20px;" type="text"/> :</p> <p>TIMER 2 <input style="width: 40px; height: 20px;" type="text"/> :</p> <p><b>AVERAGE</b> <input style="width: 40px; height: 20px;" type="text"/> :</p>
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<p><b>PENALTIES:</b></p> <p>Penalty if no Climbing Line is installed: -3 <input type="text" value="0"/> <input type="text" value="-3"/></p> <p>Penalty for stuck Throwline: -1 point per Throwline <input type="text" value="0"/> <input type="text" value="-1"/> <input type="text" value="-2"/> <input type="text" value="-3"/></p> <p>Penalty for failing to control a throwline within the event area: -3 points for first time <input type="text" value="0"/> <input type="text" value="-3"/></p> <p>Penalty for breaking a limb less than the DQ diameter* <input type="text" value="0"/> <input type="text" value="-1"/> <input type="text" value="-2"/> <input type="text" value="-3"/></p> <p>Penalty for each failure to issue an audible warning: -1 <input type="text" value="0"/> <input type="text" value="-1"/> <input type="text" value="-2"/> <input type="text" value="DQ"/></p>	<p><input style="width: 50px; height: 40px;" type="text"/> <b>TOTAL SCORE</b> (Side 1 + Side 2)</p> <hr/> <p><input style="width: 50px; height: 40px;" type="text"/> <b>TOTAL PENALTIES</b> (Max = Minus 20)</p> <hr/> <p><b>FINAL SCORE</b> (Side 1 + Side 2 - Penalties)</p> <input style="width: 100%; height: 40px;" type="text"/>
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<p><b>DISQUALIFIED</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Lost or dropped a piece of equipment</li> <li><input type="checkbox"/> Performed unsafe practice</li> <li><input type="checkbox"/> Breaking a limb <math>\geq</math> _____"</li> <li><input type="checkbox"/> Late for event</li> <li><input type="checkbox"/> Lost hat</li> <li><input type="checkbox"/> Lost eye protection</li> <li><input type="checkbox"/> 2 Uncontrolled throws</li> <li><input type="checkbox"/> 3 Failures to issue audible warning</li> </ul>
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<p><b>GUIDELINES FOR ENTERING SCORING TIMES:</b></p> <p>The contestant must inform the head judge to register a score. The time for the first set of targets will be scored when the head judge approves the contestant's request for a score. If a second line or rope is used to manipulate a line into the target area, the scoring time is recorded the moment when the line enters the target area and the contestant requests that the head judge register the score.</p> <p>The time for the second set of targets is recorded when a climbing line is installed within the target area and both ends are hanging parallel and touching the ground. (5.2.23)</p> <p>*The Head Judge shall establish the size of a broken branch that will disqualify or penalize a climber prior to the beginning of the event.</p>
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# INTERNATIONAL TREE CLIMBING CHAMPIONSHIP BELAYED SPEED CLIMB

Climber Number \_\_\_\_\_

Climber Name \_\_\_\_\_

### REQUIRED EQUIPMENT

- Safety glasses
- Climbing-style helmet
- Appropriate footwear
- Appropriate clothing
- Approved climbing saddle/harness
- Approved climbing line

Head Judge: \_\_\_\_\_

Record time to nearest  
Hundredth of a Second  
*Example: 9:36:05*

Timer A:

Timer B:

Timer C:

Contestant Time:

MIN	SEC	1/100THS
<input type="text"/>	<input type="text"/>	<input type="text"/>

MIN	SEC	1/100THS
<input type="text"/>	<input type="text"/>	<input type="text"/>

MIN	SEC	1/100THS
<input type="text"/>	<input type="text"/>	<input type="text"/>

### DISQUALIFIED

- Lost or dropped a piece of equipment
- Performed unsafe practice
- Broke sizeable limb
- Late for event
- Lost helmet
- Lost eye protection

Contestant's  
Average Time \_\_\_\_\_

# INTERNATIONAL TREE CLIMBING CHAMPIONSHIP SECURED FOOTLOCK

Climber Number \_\_\_\_\_

Climber Name \_\_\_\_\_

<p><b>REQUIRED EQUIPMENT</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Safety glasses</li> <li><input type="checkbox"/> Climbing-style helmet</li> <li><input type="checkbox"/> Appropriate footwear</li> <li><input type="checkbox"/> Approved climbing saddle/harness</li> <li><input type="checkbox"/> Approved climbing line</li> <li><input type="checkbox"/> Approved friction hitch</li> </ul> <p style="margin-left: 150px;"><b>Head Judge:</b> _____</p>	<p>Record time to nearest Hundredth of a Second <i>Example: 32:26</i></p>
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<p>Timer A:</p>	<p>Timer B:</p>	<p>Timer C:</p>															
<p>Contestant Time:      SEC      1/100THS</p> <table style="margin-left: 100px; border-collapse: collapse;"> <tr> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="font-size: 10px; padding: 0 5px;">:</td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> </tr> </table>			:			<p>SEC      1/100THS</p> <table style="margin-left: 100px; border-collapse: collapse;"> <tr> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="font-size: 10px; padding: 0 5px;">:</td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> </tr> </table>			:			<p>SEC      1/100THS</p> <table style="margin-left: 100px; border-collapse: collapse;"> <tr> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="font-size: 10px; padding: 0 5px;">:</td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> </tr> </table>			:		
		:															
		:															
		:															

<p><b>DISQUALIFIED</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Lost or dropped a piece of equipment</li> <li><input type="checkbox"/> Performed unsafe practice</li> <li><input type="checkbox"/> Broke sizeable limb</li> <li><input type="checkbox"/> Late for event</li> <li><input type="checkbox"/> Lost helmet</li> <li><input type="checkbox"/> Lost eye protection</li> </ul>	<p><b>PENALTY</b></p> <p>A three second penalty will be added to the contestant's time for placing their hand on or above the friction hitch.</p> <div style="display: flex; justify-content: center; gap: 20px;"> <div style="border: 1px solid black; padding: 2px 5px;">0</div> <div style="border: 1px solid black; padding: 2px 5px;">+ 3</div> </div>
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Contestant's  
Average Time plus penalty:

\_\_\_\_\_

- Climbing-style helmet
- Safety Glasses
- Approved Footwear
- Approved Clothing
- Climbing Saddle/harness
- Approved Climbing Line
- Approved Work positioning lanyard
- Approved Handsaw

## International Tree Climbing Championship Masters' Challenge

**Climber Name:** \_\_\_\_\_

**Judge:** \_\_\_\_\_

### Installation of Climbing line (18 possible points)

1<sup>st</sup> try - 10 points    4<sup>th</sup> try - 4 points  
 2<sup>nd</sup> try - 8 points    5<sup>th</sup> try - 2 points  
 3<sup>rd</sup> try - 6 points

**Height of Crotch**

5	4	3	2	1
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**Bonus Throw method/  
technique, skill displayed**

0	1	2	3
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**Score**

\*No installation points or height points after 5<sup>th</sup> throw – bonus points may be awarded if applicable.

### Set up of Climbing line/Equipment and Entry into tree (15 possible points)

(Enter 0, 1, 2, or 3 in each box )

- Set up:** Visual Tree Assessment/Hazard Evaluation
- Installation of Climbing line/Equipment
- Safe and Efficient Set up
- Entry:** Method: Suitable, Safe, Always secure
- Ascent: Smooth, Fluid, Efficient use of energy


**Scoring Guidelines**

0 - Unsafe/Poor Performance

1 - Fair Performance

2 - Good Performance

3 - Exceptional Performance

**Score**

### Work Stations (240 possible points, 60 each Station)

**Handsaw      Pole Pruner      Handsaw      Limb Walk**

- A) Use of safety procedures and equipment / always secured against falling
- B) Rope control, control of movement at each station
- C) Tie-in point or re-direct suitable for situation and work station
- D) Confident posture and balance at station
- E) Overall work plan, selection of route, control of movement to and from station
- F) Correctly completed activity at station (0 or 10)


(Enter 0 thru 10 in each box)

**Scoring Guidelines**

0 – 0 Unsafe/ No performance

1 - 2 Poor Performance

3 - 4 Fair Performance

5 - 6 Adequate Performance

7 - 8 Good Performance

9-10 Exceptional Performance

**Score**

**Sub Score**

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### Descent, landing, and retrieval of gear after last station (12 possible points)

(Enter 0 thru 3 in each box)

- Well-planned descent, rope control, not dangling (tangled)
- Proper descent speed, smooth descent, balanced landing
- Smooth gear retrieval, done without struggle
- Safe/Controlled gear retrieval


**Scoring Guidelines**

0 - Unsafe/Poor Performance

1 - Fair Performance

2 - Good Performance

3 - Exceptional Performance

**Score**

### Judge's Discretionary Bonus (15 possible points, 5 maximum for each)

(Enter 0 thru 5 in each box)

- Overall demonstration of skill, style and presentation.
- Use of innovative techniques and equipment.
- Overall safe work practices and techniques, including visual tree assessment


**Score**

### Deductions (Please List)

- 0 to -5 points **Judge's Discretionary** for Unsafe Acts, Poor Performance or Technique.
- 20 **Mandatory** deduction for failing to remove all equipment from the tree.


**Score**

**Disqualified**

- Lost helmet / Eye protection
- Dropped piece of equipment
- Late for event
- Failed to install rope
- 2 uncontrolled throws
- Other \_\_\_\_\_

**Official Time**

**Total Score**  
(Maximum of 300 points)