

For official forms, including the scoresheets, judges' quick reference guides, and secured footlock world record attempt, open the separate attachment, available on the ISA website ([www.itcc-isa.com/rulesregulations/scoring/scoring.aspx](http://www.itcc-isa.com/rulesregulations/scoring/scoring.aspx)).

**2015**

**2016**

	<b>INTERNATIONAL TREE CLIMBING CHAMPIONSHIPS</b>		<b>INTERNATIONAL TREE CLIMBING CHAMPIONSHIPS</b>
	<b>HOW TO USE THIS RULE BOOK</b>		<b>HOW TO USE THIS RULE BOOK</b>
	<p>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 competition 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.</p> <p>Each Section is identified by a unique number to help you navigate the rule book. 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 Work Climb rules, and subsection 3.2.1 discusses the required equipment to be used in the Work Climb.</p> <p>A summary of the event can be found 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 mandatory and discretionary penalties and reasons for disqualifications.</p> <p>Rules that have been added or changed since the last revision are bold and red.</p> <p>Carry a rule book with you in your pocket or gear bag and use it whenever a question arises. Knowing the rules may not only enable you to avoid penalties and disqualification, but also may improve your competition score and experience.</p> <p>If you have questions or suggestions that you would like sent to the ITCC Rules Committee, would like to volunteer your assistance at ITCC, and/or have an idea for how the event could be improved, e-mail the ISA office at <a href="mailto:itcc@isa-arbor.com">itcc@isa-arbor.com</a>, call +1 (217) 355-9411, or write to ISA, P.O. Box 3129, Champaign, IL 61826-3129, USA.</p>		<p>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 competition 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.</p> <p>Each Section is identified by a unique number to help you navigate the rule book. 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 Work Climb rules, and subsection 3.2.1 discusses the required equipment to be used in the Work Climb.</p> <p>A summary of the event can be found 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 mandatory and discretionary penalties and reasons for disqualifications.</p> <p>Rules that have been added or changed since the last revision are bold and red.</p> <p>Carry a rule book with you in your pocket or gear bag and use it whenever a question arises. Knowing the rules may not only enable you to avoid penalties and disqualification, but also may improve your competition score and experience.</p> <p>If you have questions or suggestions that you would like sent to the ITCC Rules Committee, would like to volunteer your assistance at ITCC, and/or have an idea for how the event could be improved, e-mail the ISA office at <a href="mailto:itcc@isa-arbor.com">itcc@isa-arbor.com</a>, call +1 (217) 355-9411, or write to ISA, P.O. Box 3129, Champaign, IL 61826-3129, USA.</p>

ITCC Men's Hall of Champions	ITCC Men's Hall of Champions
<p>2014 Scott Forrest, New Zealand Chapter  2013 Scott Forrest, New Zealand Chapter  2012 Bernd Strasser, Germany Chapter  2011 Scott Forrest, New Zealand Chapter  2010 Mark Chisholm, New Jersey Chapter  2009 Jared Abrojena, Western Chapter  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</p>	<p><b>2015 James Earhart, Mid-Atlantic Chapter</b>  2014 Scott Forrest, New Zealand Chapter  2013 Scott Forrest, New Zealand Chapter  2012 Bernd Strasser, Germany Chapter  2011 Scott Forrest, New Zealand Chapter  2010 Mark Chisholm, New Jersey Chapter  2009 Jared Abrojena, Western Chapter  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</p>

		<b><u>ITCC Women's Hall of Champions</u></b>	<b><u>ITCC Women's Hall of Champions</u></b>
		2014 Josephine Hedger, UK/Ireland Chapter 2013 Nicky Ward-Allen, New Zealand Chapter 2012 Veronika Ericsson, Sweden Chapter 2011 Christina Spence, New Zealand Chapter 2010 Josephine Hedger, UK/Ireland Chapter 2009 Anja Erni, Switzerland 2008 Josephine Hedger, UK/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	<b>2015 Jamilee Kempton, Western Chapter</b> 2014 Josephine Hedger, UK/Ireland Chapter 2013 Nicky Ward-Allen, New Zealand Chapter 2012 Veronika Ericsson, Sweden Chapter 2011 Christina Spence, New Zealand Chapter 2010 Josephine Hedger, UK/Ireland Chapter 2009 Anja Erni, Switzerland 2008 Josephine Hedger, UK/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
		<b><u>Current ITCC Men's Footlock World Record: 15 meters</u></b>	<b><u>Current ITCC Men's Footlock World Record: 15 meters</u></b>
James Kilpatrick, New Zealand Chapter World Record Time: 13.65 (Set at 2011 APTCC, Singapore)		James Kilpatrick, New Zealand Chapter World Record Time: 13.65 (Set at 2011 APTCC, Singapore)	
		<b><u>Current ITCC Women's Footlock World Record: 15 meters</u></b>	<b><u>Current ITCC Women's Footlock World Record: 15 meters</u></b>
Nicky Ward-Allen, New Zealand Chapter World Record Time: 20.72 (Set at 2014 ITCC, Milwaukee)		<b>Jamilee Kempton, Western Chapter</b> <b>World Record Time: 20.17 (Set at 2015 ITCC, Tampa)</b>	
<b><u>Current ITCC Women's Footlock World Record: 12 meters</u></b> Nicky Ward-Allen, New Zealand Chapter World Record Time: 13.26 (Set at 2010 ITCC, Chicago)		<b><u>Current ITCC Women's Footlock World Record: 12 meters</u></b> Nicky Ward-Allen, New Zealand Chapter World Record Time: 13.26 (Set at 2010 ITCC, Chicago)	

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## **6 BELAYED SPEED CLIMB EVENT**

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- 6.2 Belayed Speed Climb Rules
- 6.3 Scoring the Belayed Speed Climb
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Appendix 1 (Footlock World Record Attempt)

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**Appendix 7 (Scoresheets and Judges' Quick Reference Guides)**

INTRODUCTION	INTRODUCTION
<p>Tree climbing competitions are held in countries around the world. Each chapter or associate organization and each regional event of the International Society of Arboriculture (ISA) is allowed to send one male and one female climber to represent them at the International Tree Climbing Championship. Climbers are selected as a result of their demonstrated superior abilities in their chapter championships. The rallying point for the international event is generally the site of the International Society of Arboriculture's Annual International Conference.</p> <p>Tree climbing competitions began in 1976, with the first ISA Tree Trimmer's Jamboree in St. Louis, Missouri. The Jamboree was initially established to preserve classic skills so that when it came to a real-life aerial rescue, a climber with nothing more than a rope could save a life. The events of the championship have been developed to provide an opportunity for arborists who have qualified to participate in a competition that tests the knowledge and skill of a professional tree climber. The equipment and techniques used in competition must meet the minimum industry standards for safety and reflect best practices.</p> <p>The competition has grown, its purpose has expanded, and the name has changed to the International Tree Climbing Championship (ITCC) to reflect the global expansion of eligible competitions. Competitions promote safe working practices, demonstrate improvements and innovations in equipment and techniques, and provide industry recognition to the public. It is also an opportunity for climbers to gather and exchange ideas with their professional peers. The first competition had four events, the Work Climb, Aerial Rescue, Rope Throw, and the Footlock or Body Thrust Speed Climb. At that time, the Footlock method was used by a select few climbers, so most competitors used the body thrust method to enter a tree. Contestants had the option to compete in both the Footlock and Body Thrust but could earn points in only one of the two. The scores of the four events were combined, and the climber with the highest score at the end of the day was declared the winner.</p> <p>The format for the ITCC changed in 1996. Contestants now compete in 5 preliminary events, Work Climb (80pts), Aerial Rescue (50pts), Throwline (30pts), Footlock (20pts) and Speed Climb (20pts) for a total of 200 points. The contestants who accumulate the highest combined point totals in the preliminary events earn the right to move on to the championship round, the Masters' Challenge.</p> <p>Contestants who advance to the Masters' Challenge start fresh and no preliminary points earned are carried forward. A total of up to 300 points may be earned in the Masters' Challenge event. The winners, one woman and one man, are named the World Champions, and are awarded cash and prizes. Champions are also awarded an automatic position in the next year's International Tree Climbing Championship.</p>	<p><b>Tree climbing competitions are held in countries around the world. Each chapter or Associate Organization and each regional event of the International Society of Arboriculture (ISA) is allowed to send one male and one female climber to compete for the title of World Champion at ISA's International Tree Climbing Championship. Climbers are selected as a result of their demonstrated superior abilities in their chapter championships.</b></p> <p>Tree climbing competitions began in 1976, with the first ISA Tree Trimmer's Jamboree in St. Louis, Missouri. The Jamboree was initially established to preserve classic skills so that when it came to a real-life aerial rescue, a climber with nothing more than a rope could save a life. 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2015

2016

<b>1</b>	<b>CONTESTANT'S RESPONSIBILITIES</b>	<b>1</b>	<b>COMPETITOR'S RESPONSIBILITIES</b>
<b>1.1</b>	<b>Required Meeting Attendance</b>	<b>1.1</b>	<b>Required Meeting Attendance</b>
<b>1.1.1</b>	All contestants are required to attend all mandatory meetings. Due to special circumstances, exceptions may be made only with the Head Judge's approval. Failure to attend mandatory meetings without prior approval of the Head Judge may result in disqualification from the entire event. (2015)	<b>1.1.1</b>	All competitors are required to attend all mandatory meetings. Due to special circumstances, exceptions may be made only with the Head Judge's approval. Failure to attend mandatory meetings without prior approval of the Head Judge may result in disqualification from the entire event. (2015)
<b>1.1.2</b>	The pre-event meetings are conducted 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. (2015)	<b>1.1.2</b>	The pre-event meetings are conducted to inspect equipment; review rules and regulations; introduce the competitors, judges, and officials; verify registrations and sign a standard insurance waiver; and discuss and answer questions before the event. (2015)
<b>1.1.3</b>	It is each contestant's responsibility to bring any questions about equipment or rules and regulations to the judges' attention at these meetings.	<b>1.1.3</b>	It is each competitor's responsibility to bring any questions about equipment or rules and regulations to the judges' attention at these meetings.
<b>1.1.4</b>	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.	<b>1.1.4</b>	<b>It is each competitor's responsibility to have all new equipment approved for competition by ISA at least three months prior to the event, using the submission form at <a href="http://www.itcc-isa.com/equipmentapproval">www.itcc-isa.com/equipmentapproval</a>. No new equipment will be reviewed the day of the competition.</b>
<b>1.1.5</b>	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.	<b>1.1.5</b>	It is each competitor'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.

<b>2</b>	<b>GENERAL RULES AND REGULATIONS</b>	<b>2</b>	<b>GENERAL RULES AND REGULATIONS</b>
<b>2.1</b>	<b>Eligibility</b>	<b>2.1</b>	<b>Eligibility</b>
<b>2.1.1</b>	Each ISA chapter, ISA associate organization, and ISA regional event, 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 chapters with the current world champions are allowed to send additional climbers to compete as the chapter's representative(s). b. ISA may invite additional qualified climbers to compete at the international competition. Climbers must be the champion or runner-up of a local or regional ISA-sanctioned climbing championship.	<b>2.1.1</b>	Each ISA chapter, ISA associate organization, and ISA regional event, 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 chapters with the current world champions are allowed to send additional climbers to compete as the chapter's representative(s). b. ISA may invite additional qualified climbers to compete at the international competition. Climbers shall be the champion or runner-up of a local or regional ISA-sanctioned climbing championship.
<b>2.1.2</b>	To be eligible to send competitor(s) to the ITCC or a Regional Event (ETCC, NATCC or APTCC), an ISA chapter or ISA associate organization shall: a. Hold a competition consisting of a set of 5 preliminary events, as outlined in the ITCC Rule Book, to determine finalists who compete in a Masters' Challenge event. The competition champion is the winner of the Masters' Challenge. b. Adhere to all competition rules as outlined in the ITCC Rule Book as well as all other competition and equipment notifications and requirements.	<b>2.1.2</b>	To be eligible to send competitor(s) to the ITCC or a Regional Event (ETCC, NATCC or APTCC), an ISA chapter or ISA associate organization shall: a. Hold a competition consisting of a set of 5 preliminary events, as outlined in the ITCC Rule Book, to determine finalists who compete in a Masters' Challenge event. The competition champion is the winner of the Masters' Challenge. b. Adhere to all competition rules as outlined in the ITCC Rule Book as well as all other competition and equipment notifications and requirements.
<b>2.1.3</b>	In the event a TCC is impacted by influences outside the control of the organizers, such as inclement severe weather or other circumstances that do not allow for a safe and/ or practical way to complete the planned-for Masters' Challenge, the Chapter or Associate Organization should declare a winner using the results of the preliminary events. The winner is the contestant with the highest combined total points from the preliminary events.	<b>2.1.3</b>	In the event a Tree Climbing Championship (TCC) is impacted by influences outside the control of the organizers, such as inclement severe weather or other circumstances that do not allow for a safe and/ or practical way to complete the planned-for Masters' Challenge, the Chapter or Associate Organization should declare a winner using the results of the preliminary events. The winner is the competitor with the highest combined total points from the preliminary events.

2.1.4	In the event that there are only one or two competitors in a division (male or female) at a regional, chapter, or associate organization level, the potential climber representative shall be deemed to be eligible to compete at ITCC if the criteria outlined in Appendix 4 are met.	2.1.4	In the event that there are only one or two competitors in a division (male or female) at a regional, chapter, or associate organization level, the potential climber representative shall be deemed to be eligible to compete at ITCC if the criteria outlined in Appendix 4 are met.
2.1.5	Contestants must be members of ISA prior to the start of the competition. Contestants must be 16 years of age prior to the start of the competition. Contestants 16-18 years old must have legal guardian consent and may have to demonstrate the appropriate skills to compete safely. (2015)	2.1.5	<b>All competitors shall be members of ISA prior to the start of the competition. All competitors shall be at least 16 years of age prior to the start of the competition. Competitors who are 16 or 17 years old at the start of the competition shall have legal guardian consent and may have to demonstrate the appropriate skill to compete safely. (2016)</b>
<b>2.2 Equipment</b>		<b>2.2 Equipment</b>	
2.2.1	All equipment used must be manufactured to meet or exceed the minimum accepted industry safety standard, unless otherwise specified in this document and shall reflect industry best practices. Equipment must be considered appropriate for use in tree climbing. If equipment is not clearly labeled to provide an industry standard mark, it is the user's responsibility to provide written evidence in English, to be retained by the Head Judge, that the equipment is manufactured to meet the accepted industry standard for that piece of equipment and its application. (2015)	2.2.1	All equipment used shall be manufactured to meet or exceed the minimum accepted industry safety standard, unless otherwise specified in this document and shall reflect industry best practices. Equipment shall be considered appropriate for use in tree climbing. If equipment is not clearly labeled to provide an industry standard mark, it is the user's responsibility to provide written evidence in English, to be retained by the Head Judge, that the equipment is manufactured to meet the accepted industry standard for that piece of equipment and its application. (2015)
2.2.2	It is the responsibility of each contestant, judge, technician, and/or volunteer to ensure that all equipment meets rule 2.2.1 and is fully functional, clean, and contaminant-free. This includes ensuring that all volunteers' cutting tools have been disinfected before starting work on the ITCC trees.	2.2.2	It is the responsibility of each competitor, judge, technician, and/or volunteer to ensure that all equipment meets Rule 2.2.1 and is fully functional, clean, and contaminant-free. This includes ensuring that all volunteers' cutting tools have been disinfected before starting work on the ITCC trees.
2.2.3	If a contestant has a question about equipment or the legality of a climbing technique or system, it is the contestant's responsibility to have that equipment, technique, or system approved by the Head Technician during the contestants' meetings the day prior to the event. The Head Technician may consult with the ITCC Chairperson and Head Judge, at which point all three will address the question and make a ruling. Prior to the competition, contestants may also visit the ITCC Rules web site for more information about safety warnings and hardware configurations, and to ask questions about the legality or the approval of climbing equipment used in ITCC competitions. Final approval for contestants' climbing equipment and techniques will be made at the competition gear inspection. ( <a href="http://www.itcc-isa.com/rulesregulations/rules/rules.aspx">http://www.itcc-isa.com/rulesregulations/rules/rules.aspx</a> )	2.2.3	<b>If a competitor has a question about the legality of a climbing technique or system, it is the competitor's responsibility to have that technique, or system approved by the Head Technician during the competitors' meetings the day prior to the event. The Head Technician may consult with the ITCC Chairperson and Head Judge, at which point all three will address the question and make a ruling. Prior to the competition, competitors may also visit the ITCC Rules web site (<a href="http://www.itcc-isa.com/equipmentapproval">www.itcc-isa.com/equipmentapproval</a>) for more information about safety warnings and hardware configurations, and to ask questions about the legality or the approval of climbing techniques used in ITCC competitions. Final approval for competitors' climbing techniques will be made at the competition gear inspection. (2016)</b>
2.2.4	Any equipment that does not meet the ITCC gear inspection standards will be tagged and quarantined prior to the competition and will not be returned until the completion of the event. It is the contestant's responsibility to claim the equipment at the time designated by the ITCC officials.	2.2.4	Any equipment that does not meet the ITCC gear inspection standards will be tagged and quarantined prior to the competition and will not be returned until the completion of the event. It is the competitor's responsibility to claim the equipment at the time designated by the ITCC officials.
2.2.5	During the competition, if a contestant has a question about equipment or the legality of a climbing technique that cannot be answered by the Event Head Judge, the ITCC Chairperson, Head Judge, and Head Technician will address the question and make a ruling.	2.2.5	During the competition, if a competitor has a question about equipment or the legality of a climbing technique that cannot be answered by the Event Head Judge, the ITCC Chairperson, Head Judge, and Head Technician will address the question and make a ruling.
2.2.6	All personal climbing equipment is subject to inspection and approval by the judges before each event. 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.	2.2.6	<b>All personal climbing equipment is subject to reinspection and approval by the judges or technicians before each event. Competitors' equipment shall meet or exceed required standards by the time s/he is scheduled to start an event. Otherwise, the competitor shall forfeit 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 competitor before the competitor begins the event. (2016)</b>



2.2.7	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.	2.2.7	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.
2.2.8	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.	2.2.8	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.
2.2.9	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.	2.2.9	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.
2.2.10	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.	2.2.10	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.
2.2.11	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.	2.2.11	No equipment used in a fall-protection/work-positioning system shall incorporate quick-release mechanisms. Where applicable, quick-release mechanisms shall be replaced with a manufacturer-approved bolt and nut assembly.
2.2.12	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 Event Head Judge 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.	2.2.12	<b>Competitors, judges, technicians, and other approved individuals shall wear approved eye protection at all times while inside the event safety perimeter. Permission may be granted by the Event Head Judge for the climber to stop and briefly remove approved eye protection for cleaning, changing, etc. The event timing will continue and not be stopped. Approved eye protection shall be impact resistant, provide wrap-around eye protection, and be manufactured to meet or exceed the minimum accepted industry safety standard. (2016)</b>
2.2.13	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 and have been approved by the manufacturer for use in that application. Contestants and technicians who are working aloft must wear climbing-style helmets.	2.2.13	Competitors, 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 and have been approved by the manufacturer for use in that application. Competitors and technicians who are working aloft shall wear climbing-style helmets.
2.2.14	Contestants, judges, technicians, and officials must wear appropriate footwear and clothing during competition. Appropriate footwear is defined as a 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. 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. (2015)	2.2.14	Competitors, judges, technicians, and officials shall wear appropriate footwear and clothing during competition. Appropriate footwear is defined as a 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. ITCC-issued clothing shall be worn while participating in the preliminary events, the Head-to-Head Footlock competition, the Masters' Challenge, and at all award ceremonies. (2015)
2.2.15	All activity aloft (Work Climb, Masters' Challenge, Aerial Rescue, Secured Footlock, and Belayed 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.	2.2.15	All activity aloft (Work Climb, Masters' Challenge, Aerial Rescue, Secured Footlock, and Belayed Speed Climb) shall be done with the aid of a work-positioning or fall-protection system. A competitor shall be secured at all times while ascending into the tree, while performing the event task, and until he/she returns to the ground.
2.2.16	A suitable fall-protection system requires that the climbing line always be anchored above the climber. (2015)	2.2.16	A suitable fall-protection system requires that the climbing line always be anchored above the climber. (2015)
2.2.17	When footlocking, a contestant shall not wrap the Prusik cord around his/her arm.	2.2.17	When footlocking, a competitor shall not wrap the Prusik cord around his/her arm.
2.2.18	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 manage slack (not having so much slack in the climbing line that the loop of slack hangs below the contestant's knee), 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. (2015)	2.2.18	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 manage slack (not having so much slack in the climbing line that the loop of slack hangs below the competitor's knee), 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. (2015)

2.2.19	It is a contestant's responsibility to show that all cordage used as a climbing hitch in a moving rope (dynamic overhead belay climbing) system or as a climbing hitch/friction hitch in a stationary rope (static) climbing system has been approved by the manufacturer for use in that application.	2.2.19	It is a competitor's responsibility to show that all cordage used as a climbing hitch in a moving rope (dynamic overhead belay climbing) system or as a climbing hitch/friction hitch in a stationary rope (static) climbing system has been approved by the manufacturer for use in that application.
2.2.20	Lines used for work positioning when using a Moving Rope System (see Appendix 5) shall be a minimum of 11mm diameter and shall have a minimum breaking strength of 22kn. Ropes used for ascending and Stationary Rope Systems (see Appendix 5) shall be a minimum of 10mm in diameter and shall have a minimum breaking strength of 22kn. When using Stationary Rope Systems, the contestant shall use a device that meets the criteria indicated in 2.2.1 and is approved by the manufacturer for Stationary Rope Systems as a stand-alone device. The device shall also be compatible for use with the line's diameter and construction.	2.2.20	Lines used for work positioning when using a Moving Rope System (see Appendix 5) shall be a minimum of 11mm diameter and shall have a minimum breaking strength of 22kN. Ropes used for ascending and Stationary Rope Systems (see Appendix 5) shall be a minimum of 10mm in diameter and shall have a minimum breaking strength of 22kN. When using Stationary Rope Systems, the competitor shall use a device that meets the criteria indicated in Rule 2.2.1 and is approved by the manufacturer for Stationary Rope Systems as a stand-alone device. The device shall also be compatible for use with the line's diameter and construction.
2.2.21	All lines and components used in a basal anchor configuration must meet the criteria of 2.2.1, and be compatible with one another.	2.2.21	All lines and components used in a basal anchor configuration shall meet the criteria of 2.2.1, and be compatible with one another.
2.2.22	Friction hitch cords for moving rope applications and those which support the entire system load shall be a minimum 8mm in diameter and shall meet the requirements of 2.2.1. Friction hitch cords for stationary applications, where the load applied to the hitch is approximately half the system load, shall be 6mm diameter or greater. Friction hitch cord shall be manufactured from material(s) suitably resistant to the abrasion and temperatures experienced during work and rescue scenarios. Contestants must perform an "on-rope test" to demonstrate the effectiveness and adjustment of all friction hitches.	2.2.22	Friction hitch cords for moving rope applications and those which support the entire system load shall be a minimum 8mm in diameter and shall meet the requirements of Rule 2.2.1. Friction hitch cords for stationary applications, where the load applied to the hitch is approximately half the system load, shall be 6mm diameter or greater. Friction hitch cord shall be manufactured from material(s) suitably resistant to the abrasion and temperatures experienced during work and rescue scenarios. Competitors shall perform an "on-rope test" to demonstrate the effectiveness and adjustment of all friction hitches.
2.2.23	Cords used for work-positioning lanyards shall be a minimum 10mm, shall meet the minimum strength standards established for climbing lines and meet requirements of 2.2.1.	2.2.23	Cords used for work-positioning lanyards shall be a minimum 10mm, and shall meet the minimum strength standards established for climbing lines and meet requirements of Rule 2.2.1.
2.2.24	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.	2.2.24	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.
2.2.25	For the purposes of clarity in this rules document, the term "climbing hitch" shall include both traditional hitches tied with cordage (Prusik, Valdôtain Tresse, etc.) as well as approved mechanical hitches. All climbing hitches shall be approved prior to being allowed for use in the competition.	2.2.25	For the purposes of clarity in this rules document, the term "climbing hitch" includes both traditional hitches tied with cordage (Prusik, Valdôtain Tresse, etc.) as well as approved mechanical hitches. All climbing hitches shall be approved prior to being allowed for use in the competition.
2.2.26	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. When footlocking using a Prusik loop, a six-coil Prusik hitch, a Klemheist, or other approved secure friction hitch shall be used for fall protection.	2.2.26	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. When footlocking using a Prusik loop, a six-coil Prusik hitch, a Klemheist, or other approved secure friction hitch shall be used for fall protection.
2.2.27	Climbing hitches shall not be used for descent when using stationary rope systems, unless they are part of an approved configuration or system.	2.2.27	Climbing hitches shall not be used for descent when using stationary rope systems, unless they are part of an approved configuration or system.
2.2.28	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 stationary rope system (static line). The first offense will generate a warning or penalty; a second offense will generate a disqualification.	2.2.28	A competitor 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 Stationary Rope System (static line). The first offense will generate a warning or penalty; a second offense will generate a disqualification.

2.2.29	<p>A contestant who utilizes a mechanical ascender as a part of a stationary (static) rope system must also include a system of backup to protect against an ascender malfunction. Mechanical ascenders, on a stationary (static) rope system, 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 line must be backed up independently. Prusik cordage must meet the requirements of 2.2.22 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.</p>	2.2.29	<p>A competitor who utilizes a mechanical ascender as a part of a Stationary (static) Rope System shall also include a system of backup to protect against an ascender malfunction. Mechanical ascenders, on a Stationary (static) Rope System, 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 line shall be back up independently. Prusik cordage shall meet the requirements of Rule 2.2.22 and shall be able to immediately grip and hold the line and support the competitor's weight should an ascender fail. All mechanical ascender-climbing systems shall be demonstrated and are subject to the Head Technician's prior approval.</p>
2.2.30	<p>Contestants may work from a stationary (static) rope system provided:</p> <ul style="list-style-type: none"> <li>That when using an in-line configuration, engaged ascenders are not within the anchoring system. Fall-protection anchoring systems must include an approved stopper knot, or hitch on the stationary (static) rope system no more than 18 inches (45 cm) below the anchoring system, unless the climbing system is directly connected to an approved knot in the access line. Techniques for working from a stationary (static) rope system using an in-line anchor must be demonstrated prior to use and during gear inspection, and must have prior approval of the Head Technician.</li> </ul>	2.2.30	<p>Competitors may work from a stationary (static) rope system provided:</p> <p>That when using an in-line configuration, engaged ascenders are not within the anchor system. Fall-protection anchoring systems shall include an approved stopper knot, or hitch on the stationary (static) rope system no more than 18 inches (45 cm) below the anchoring system, unless the climbing system is directly connected to an approved knot in the access line. Techniques for working from a stationary (static) rope system using an in-line anchor shall be demonstrated prior to use and during gear inspection, and shall have prior approval of the Head Technician.</p>
2.2.31	<p>A contestant will not be permitted to place his/her hands on or near the cams of ascenders unless the contestant is appropriately secured. The first offense will generate a warning; a second offense will generate a disqualification.</p>	2.2.31	<p>A competitor will not be permitted to place his/her hands on or near the cams of ascenders unless the competitor is appropriately secured. The first offense will generate a warning; a second offense will generate a disqualification.</p>
2.2.32	<p>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 aloft, but prior to the beginning of the timed portion of the event, will be issued a warning for a first offense; a second offense will generate a disqualification.</p>	2.2.32	<p>A competitor 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 competitor who drops equipment (accidentally or unannounced) while aloft, but prior to the beginning of the timed portion of the event, will be issued a warning for a first offense; a second offense will generate a disqualification.</p>
2.2.33	<p>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. A contestant may securely lower equipment and have the equipment removed from a rope by an Event Technician. The contestant must also notify the judges and technicians and receive an all-clear response from the Event Head Judge before securely lowering equipment or before a throwline, throw weight, rope, or rope bag is thrown. Violation of this rule will result in the contestant being disqualified from that event.</p>	2.2.33	<p><b>The competitor may not throw, lower, or drop any piece of equipment or gear from the tree while working aloft without prior approval from the Event Head Judge. Violation of this rule will result in the competitor being disqualified from that event. (2016)</b></p>
2.2.34	<p>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.</p>	2.2.34	<p>A competitor 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.</p>
2.2.35	<p>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 in or welding ascenders together). No alterations to equipment from its original manufacturer's design will be allowed without the express written consent of the manufacturer.</p>	2.2.35	<p>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 in or welding ascenders together). No alterations to equipment from its original manufacturer's design will be allowed without the express written consent of the manufacturer.</p>

2.2.36	A contestant using a secondary work-positioning system (lanyard) shall not attach both anchoring points of the system to the same side D-Ring(s) of the harness. Correct loading configurations include: <ul style="list-style-type: none"> <li>• Connection from side D-Ring to opposite side D-Ring for horizontal work-positioning; shall not be used for suspension.</li> <li>• Connection to both front D-Rings where available; may be used for suspension if so indicated by manufacturer of the harness.</li> <li>• Connection to a fixed or sliding ventral attachment point, singled or doubled; may also be used for suspension. (When connecting from the ventral attachment point in a singled configuration and attaching the work positioning system around a limb back onto a tie-in point on itself, correct loading of the connecting link shall be ensured at all times.)</li> </ul>	2.2.36	A competitor using a secondary work-positioning system (lanyard) shall not attach both anchoring points of the system to the same side D-Ring(s) of the harness. Correct loading configurations include: <ul style="list-style-type: none"> <li>• Connection from side D-Ring to opposite side D-Ring for horizontal work-positioning; shall not be used for suspension.</li> <li>• Connection to both front D-Rings where available; may be used for suspension if so indicated by manufacturer of the harness.</li> <li>• Connection to a fixed or sliding ventral attachment point, singled or doubled; may also be used for suspension. (When connecting from the ventral attachment point in a singled configuration and attaching the work positioning system around a limb back onto a tie-in point on itself, correct loading of the connecting link shall be ensured at all times.)</li> </ul>
2.2.37	Contestants may use the handsaws provided, or they may use their own handsaws. 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. Handsaws held in the mouth will result in disqualification. (2015)	2.2.37	Competitors may use the handsaws provided, or they may use their own handsaws. The teeth of the handsaw shall be covered or removed to prevent injury and also to prevent cutting the bells out of the tree during the competition. Handsaws held in the mouth will result in disqualification. (2015)
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.	2.2.38	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.
<b>2.3 Other</b>		<b>2.3 Other</b>	
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.	2.3.1	Competitors 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 competitors or the competitive requirements of the event.
2.3.2	Contestants shall not watch or be in the immediate area during the set-up of competition events. Failure to abide by this rule will be viewed as misconduct (see Rule 2.3.10).	2.3.2	Competitors shall not watch or be in the immediate area during the setup of competition events. Failure to abide by this rule will be viewed as misconduct (see Rule 2.3.10).
2.3.3	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	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.
2.3.4	It is the responsibility of each contestant to be at each event at the scheduled time.	2.3.4	It is the responsibility of each competitor to be at each event at the scheduled time.
2.3.5	Contestants must report to the Event Head Judge before they are scheduled to start an event. If a contestant does not report to the Event Head Judge within 5 minutes of the scheduled starting time, the contestant forfeits that event.	2.3.5	Competitors shall report to the Event Head Judge before they are scheduled to start an event. If a competitor does not report to the Event Head Judge within 5 minutes of the scheduled starting time, the competitor forfeits that event.
2.3.6	Contestants not currently competing shall not approach or talk to event judges while the contest is in progress without the prior consent of the Event Head Judge. Failure to abide by this rule may result in disqualification.	2.3.6	Competitors not currently competing shall not approach or talk to event judges while the contest is in progress without the prior consent of the Event Head Judge. Failure to abide by this rule may result in disqualification.
2.3.7	Competitors may file an official protest if they feel they have been judged unfairly or incorrectly. Protests must be made on an official protest form, which is available from the TCC Chairperson.	2.3.7	Competitors may file an official protest if they feel they have been judged unfairly or incorrectly. Protests shall be made on an official protest form, which is available from the TCC Chairperson.
2.3.8	All protests shall be signed and submitted in writing by the competitor to the TCC Chairperson within 1 hour of the alleged rule infraction. The TCC Chairperson, Head Judge, and Head Technician will review the protest and make a ruling.	2.3.8	All protests shall be signed and submitted in writing by the competitor to the TCC Chairperson within 1 hour of the alleged rule infraction. The TCC Chairperson, Head Judge, and Head Technician will review the protest and make a ruling.
2.3.9	Misconduct in the presentation or discussion of protest is cause for immediate withdrawal of protest rights and/or possible disqualification.	2.3.9	Misconduct in the presentation or discussion of protest is cause for immediate withdrawal of protest rights and/or possible disqualification.
2.3.10	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.	2.3.10	A misconduct disqualification will be enforced by the Head Judge on any competitor 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.

2.3.11	The use of alcoholic beverages or illegal drugs by any climber, judge, technician, or official will result in immediate disqualification and removal of the individual from participation in the championship events. (2015)	2.3.11	The use of alcoholic beverages or illegal drugs by any climber, judge, technician, or official will result in immediate disqualification and removal of the individual from participation in the championship events. (2015)
2.3.12	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.	2.3.12	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 competitors' 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.
2.3.13	Once a contestant has begun an event, the Event Head Judge may instruct the competitor to stop if the judges need time to assess potential safety concerns, clarify rules, or take a closer look at equipment installation. The clock will stop with no time penalty to the climber. Official time will begin again when the Event Head Judge says "Go" and instructs the contestant to proceed.	2.3.13	Once a competitor has begun an event, the Event Head Judge may instruct the competitor to stop if the judges need time to assess potential safety concerns, clarify rules, or take a closer look at equipment installation. The clock will stop with no time penalty to the climber. Official time will begin again when the Event Head Judge says "Go" and instructs the competitor to proceed.
2.3.14	A contestant may not leave the designated event area or bring additional equipment into the event area once he/she has started the event.	2.3.14	A competitor may not leave the designated event area or bring additional equipment into the event area once he/she has started the event.
2.3.15	A contestant cannot score less than 0 in any of the five preliminary events.	2.3.15	A competitor cannot score less than 0 in any of the five preliminary events.

2015

2016

3 WORK CLIMB EVENT	3 WORK CLIMB EVENT
3.1 Event Summary	3.1 Event Summary
<p>The Work Climb tests the contestant's ability to move about the tree using a climbing line and saddle/harness. The event setup is the same for both male and female 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 (or horn); the contestant must ring the bell (or sound the horn) before continuing to the next station. Contestants earn objective points for successfully completing the task at each station and ringing the bell (or sounding the horn) with either a handsaw, pole pruner, or hand, as indicated. At certain stations, a contestant can earn points for completing the additional tasks. Contestants can also lose points for failing to properly complete certain other tasks. Contestants earn or lose subjective points based on safety, control, style, poise, and creativity at the discretion of the judges. Finally, a contestant can be penalized for unsafe or uncontrolled acts at the discretion of the head judge. A second unsafe or uncontrolled act could result in disqualification. The time limit for this event is 5 minutes. (2015)</p>	<p>The Work Climb tests the competitor's ability to move about the tree using a climbing line and saddle/harness. The event setup is the same for both male and female competitors. Each competitor 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 (or horn); the competitor shall ring the bell (or sound the horn) before continuing to the next station. Competitors earn objective points for successfully completing the task at each station and ringing the bell (or sounding the horn) with either a handsaw, pole pruner, or hand, as indicated. At certain stations, a competitor can earn points for completing the additional tasks. Competitors can also lose points for failing to properly complete certain other tasks. Competitors earn subjective points based on safety, control, style, poise, and creativity at the discretion of the judges. Finally, a competitor can be penalized for unsafe or uncontrolled acts at the discretion of the Event Head Judge. A second unsafe or uncontrolled act could result in disqualification. The time limit for this event is 5 minutes. (2015)</p>
3.2 Work Climb Rules	3.2 Work Climb Rules
<p>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.</p>	<p><b>Each competitor shall be equipped with, and use, an:</b></p> <ul style="list-style-type: none"> <li>• approved climbing-style helmet,</li> <li>• approved eye protection,</li> <li>• approved tree-climbing saddle/harness,</li> <li>• approved (work-positioning) lanyard,</li> <li>• approved climbing line,</li> <li>• appropriate clothing and footwear, and</li> <li>• approved handsaw, and scabbard. (2016)</li> </ul>
3.2.1	3.2.1
3.2.2	3.2.2
3.2.3	3.2.3
3.2.4	3.2.4
3.2.5	3.2.5
3.2.6	3.2.6
3.2.7	3.2.7

3.2.8	Contestants must visit each work station to earn points for that station. To be scored as having visited a work station, the contestant must have sounded the bell/horn at that station. If a contestant fails to visit a station(s), no scoring points are earned for the station(s) not visited. In addition, no time points are earned for the Work Climb event.	3.2.8	<b>Competitors shall complete the task at each work station to earn points for that station. If a competitor fails to complete the task, no scoring or discretionary points are earned or lost for the station(s). In addition, no time points are earned for the Work Climb event. (2016)</b>
<b>3.3 The Handsaw Station</b>		<b>3.3 The Handsaw Station</b>	
3.3.1	Contestants must reach the station, lanyard in (buckstrap, flip line), call for "stand clear," then ring the bell with a handsaw before continuing to the next station.	3.3.1	<b>To complete the task at this station, the competitor shall:</b> <ul style="list-style-type: none"> <li>• Lanyard in</li> <li>• Call for "stand clear" prior to ringing the bell</li> <li>• Ring the bell with their handsaw.</li> </ul> <b>To earn maximum scoring points, the competitor shall also:</b> <ul style="list-style-type: none"> <li>• Use their lanyard correctly</li> <li>• Ring the bell with two hands on the handsaw before continuing to the next station. (2016)</li> </ul>
3.3.2	To be scored as completing the task at this station, the contestant must lanyard in, then ring the bell with a handsaw. (2015)	3.3.2	<b>(deleted)</b>
<b>3.4 The Limb Toss Station</b>		<b>3.4 The Limb Toss Station</b>	
3.4.1	Contestants must reach the station, lanyard in, call for "stand clear," then ring the bell with a handsaw, 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. This station is equipped with two sections of limb for each climber and a target on the ground. The dimensions of the limbs shall be approximately 12 inches (30-cm) long and have a diameter of approximately 2 inches (5-cm). The diameter of the target on the ground shall be 30 to 48 inches (75- to 125-cm). (2015)	3.4.1	<b>3.4.1 To complete the task at this station, the competitor shall:</b> <ul style="list-style-type: none"> <li>• Lanyard in</li> <li>• Call for "stand clear" prior to ringing the bell</li> <li>• Ring the bell with their handsaw.</li> </ul> <b>To earn maximum scoring points, the competitor shall also:</b> <ul style="list-style-type: none"> <li>• Use their lanyard correctly</li> <li>• Ring the bell with two hands on the handsaw, prior to throwing the first limb at the target on the ground</li> <li>• Hit the target on the first throw. (2016)</li> </ul>
3.4.2	To be scored as completing the task at this station, the contestant must first ring the bell with a handsaw, and then throw a single limb at the target.	3.4.2	<b>This station is equipped with two sections of limb for each climber and a target on the ground. The dimensions of the limbs shall be approximately 12 inches (30-cm) long and have a diameter of approximately 2 inches (5-cm). The diameter of the target on the ground shall be 30 to 48 inches (75 to 125 cm). (2016)</b>
3.4.3	If a contestant attempts to toss two limbs at the target at the same time, the contestant will not have correctly completed the task at this station. In addition, neither of the limbs thrown at the target can score.	3.4.3	<b>A competitor shall not throw two limbs at the target at the same time. If a competitor attempts to toss two limbs at the target at the same time, neither of the limbs thrown at the target can score. (2016)</b>
3.4.4	A contestant receives 3 points if the limb lands fully within and remains fully within the target on the first throw. The limb shall not bounce into the target.	3.4.4	A competitor receives 3 points if the limb lands fully within and remains fully within the target on the first throw. The limb shall not bounce into the target.
3.4.5	If unsuccessful with the first attempt, a contestant must throw a second time and will receive 2 points if the limb lands and remains fully within the target. The contestant does not need to re-call "stand clear" prior to throwing the second limb.	3.4.5	If unsuccessful with the first attempt, a competitor may throw a second time and will receive 2 points if the limb lands and remains fully within the target. The competitor does not need to re-call "stand clear" prior to throwing the second limb.
3.4.6	If a contestant misses on the second throw, no throwing points are received.	3.4.6	If a competitor misses on the second throw, no throwing points are received.
<b>3.5 The Pole Pruner Station</b>		<b>3.5 The Pole Pruner Station</b>	
3.5.1	Contestants must reach the station, lanyard in, call for "stand clear," then ring the bell with two hands on the pole using the working end of the pole pruner.	3.5.1	<b>3.5.1 To complete the task at this station, the competitor shall:</b> <ul style="list-style-type: none"> <li>• Lanyard in</li> <li>• Call for "stand clear" prior to ringing the bell</li> <li>• Ring the bell with the pole pruner.</li> </ul> <b>To earn maximum scoring points, the competitor shall also:</b> <ul style="list-style-type: none"> <li>• Use their lanyard correctly</li> <li>• Ring the bell with two hands on the pole</li> <li>• Use the working end of the pole pruner</li> <li>• Correctly rehang the pole pruner. (2016)</li> </ul>
3.5.2	To be scored as completing the task at this station, the contestant must ring the bell with the pole pruner with both hands on the pole.	3.5.2	<b>(deleted)</b>

3.5.3	A 3-point penalty will be given if a contestant rings the bell with the wrong end of the pole pruner. (2015)	3.5.3	A 3-point penalty will be given if a competitor rings the bell with the wrong end of the pole pruner. (2015)
3.5.4	Before moving to the next station, a contestant must successfully re-hang the pole pruner in the same location and position. If the contestant fails to do so and is instructed by the Event Head Judge to return to the station and re-hang the pole pruner correctly, a 3-point penalty will be assessed. His/her time will continue during this process.	3.5.4	Before moving to the next station, a competitor shall successfully rehang the pole pruner in the same location and position. If the competitor fails to do so and is instructed by the Event Head Judge to return to the station and re-hang the pole pruner correctly, a 3-point penalty will be assessed. His/her time will continue during this process.
<b>3.6 The Limb Walk Station</b>		<b>3.6 The Limb Walk Station</b>	
3.6.1	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, call for "stand clear," then 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.	3.6.1	<b>To complete the task at this station, the competitor shall:</b> <ul style="list-style-type: none"> <li>• Start the station by touching the predetermined mark* on the limb with at least one foot</li> <li>• Walk out on the limb</li> <li>• Lanyard in</li> <li>• Call for "stand clear" prior to ringing the bell</li> <li>• Ring the bell</li> <li>• Walk back to and touch the predetermined mark</li> </ul> <b>To earn maximum scoring points, the competitor shall also:</b> <ul style="list-style-type: none"> <li>• Use their lanyard correctly</li> <li>• Touch the predetermined mark again without touching the highest height marker. (2016)</li> </ul> <b>*The predetermined mark shall be a minimum of 12 inches (30 cm) wide.</b>
3.6.2	To be scored as completing the task at this station, the contestant must touch the predetermined mark on the limb with at least one foot, walk the limb, ring the bell with a handsaw, and walk back on the limb and touch the predetermined mark with at least one foot again.	3.6.2	<b>(deleted)</b>
3.6.3	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 Event Head Judge will determine the last point of contact.	3.6.3	Competitors, once past the predetermined mark, shall walk on and keep in contact with the limb at all times. If a competitor loses control and falls, or swings from the limb, he/she shall return to the last point of contact before proceeding. The Event Head Judge will determine the last point of contact.
3.6.4	If a contestant successfully completes the task at the station and rings the bell without activating the buzzer, 6 additional points are awarded.	3.6.4	<b>If a competitor successfully completes the task at the station and rings the bell without touching predetermined height markers, 2, 4, or 6 additional points are awarded. (2016)</b>
<b>3.7 The Landing Station</b>		<b>3.7 The Landing Station</b>	
3.7.1	At this final station, contestants must call for "stand clear," then sound a horn or bell by hand, and then perform a controlled descent, landing on a target on the ground. The contestant is not required to lanyard-in prior to sounding the horn or bell by hand.	3.7.1	<b>To complete the task at this station, the competitor shall:</b> <ul style="list-style-type: none"> <li>• Sound the horn/bell with their hand</li> <li>• Call for "stand clear" prior to ringing the bell</li> </ul> <b>To earn maximum scoring points, the competitor shall also:</b> <ul style="list-style-type: none"> <li>• Land with only feet touching the ground</li> <li>• Land with both feet inside the bull's-eye</li> </ul> <b>The competitor is not required to lanyard-in prior to sounding the horn or bell by hand. (2016)</b>
3.7.2	To be scored as completing the task at the landing station, the contestant must first sound the horn or bell with their hand, then land on the ground in a standing position.	3.7.2	<b>(deleted)</b>
3.7.3	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 not have correctly completed the task.	3.7.3	<b>A competitor 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 not receive the three scoring points for landing with only feet touching the ground. (2016)</b>
3.7.4	The target for the landing shall be 2 meters in diameter. 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.	3.7.4	The target for the landing shall be 2 meters in diameter. 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.



3.7.5	Contestants can receive up to 4 additional points for landing in a standing position on the 2-meter-diameter target. Contestants must score with both feet planted and under control. When a contestant lands with one foot, that foot must remain stationary until the second foot is planted; at this time the score will be determined. A contestant can land outside the target with the initial contact foot and step into the bull's-eye to increase points however, should the contestant attempt to increase points by moving the initial contact foot, zero bonus landing (bull's-eye) points will be awarded.	3.7.5	Competitors can receive up to 4 additional points for landing in a standing position on the target. Competitors shall land with both feet planted and under control. When a competitor lands with one foot, that foot shall remain in the same position, but may change orientation, until the second foot is planted; at this time the score will be determined. A competitor can land outside the target with the initial contact foot and step into the target to increase points however, should the competitor attempt to increase points by moving the initial contact foot, zero bonus landing (bull's-eye/outside circle) points will be awarded. (2016)
3.7.6	If any part of the foot touches the line, a contestant is scored as going outside the line. (Example: One foot on the outer circle line and the second foot out of the outer circle is scored as no points.)	3.7.6	If any part of the foot touches the line, a competitor is scored as going outside the line. (Example: One foot on the outer circle line and the second foot out of the outer circle is scored as no points.)
3.7.7	Time stops when a contestant has landed, is in a standing position, and has fully disconnected the climbing line and friction hitch from the saddle/harness.	3.7.7	Time stops when a competitor has landed, is in a standing position, and has fully disconnected the climbing line and friction hitch from the saddle/harness.
3.7.8	A contestant who does not sound the horn or bell by hand before descending will not receive any points for completing the task or any additional points at the landing station, and additionally, no time points will be awarded.	3.7.8	A competitor who does not sound the horn or bell by hand before descending will not receive any points for completing the task or any additional points at the landing station, and additionally, no time points will be awarded.
3.7.9	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 landing (bull's-eye) points for that station.	3.7.9	A mark on the lower part of the tree shall be made to indicate the start of the landing zone. A competitor who touches the tree below that mark or other objects below the mark will be deemed to have landed and will receive no landing (bull's-eye) points for that station.
<b>3.8 Scoring the Work Climb (80 possible points)</b>		<b>3.8 Scoring the Work Climb (80 possible points)</b>	
3.8.1	There will be either three or five Work Climb judges. When five judges are available, the high and low scores are thrown out, and the remaining three scores are averaged to provide the official score.	3.8.1	There will be either three or five Work Climb judges. When five judges are available, the high and low scores are thrown out, and the remaining three scores are averaged to provide the official score.
3.8.2	Scoring for this event is based on two categories: assessment of work tasks completed and time.	3.8.2	Scoring for this event is based on two categories: assessment of work tasks completed and time.
3.8.3	Fifty potential points can be amassed including scoring points and judges' discretionary points.	3.8.3	Fifty potential points can be amassed including scoring points and judges' discretionary points.
3.8.4	No scoring points are awarded for any task not completed correctly. To receive scoring points at any of the work stations, you must physically contact the bell/horn with the handsaw, pole pruner, or hand as indicated.	3.8.4	<b>No scoring points are awarded for any task not completed correctly. To receive scoring points at any of the work stations, competitors shall complete all tasks as outlined in 3.3.1, 3.4.1, 3.5.1, 3.6.1, and 3.7.1. (2016)</b>
3.8.5	Penalty points are levied for various infractions, including failure to use a lanyard correctly, failure to call a warning, failure to use the working end of the pole, and failure to re-hang the pole properly.	3.8.5	Penalty points are levied for various infractions, including failure to use a lanyard correctly, failure to call a warning, failure to use the working end of the pole, and failure to re-hang the pole properly.
3.8.6	Judges award discretionary points at each station based on performance. Bonus points are awarded for good performance and penalty points are awarded for poor performance. (See bonus/penalty guidelines on score sheet).	3.8.6	Judges award discretionary points at each station based on performance. Bonus points are awarded for good performance and penalty points are awarded for poor performance. (see bonus/penalty guidelines on score sheet).
3.8.7	The event is also timed with up to 30 potential time points.	3.8.7	The event is also timed with up to 30 potential time points.
3.8.8	The contestant with the fastest time earns 30 points.	3.8.8	The competitor with the fastest time earns 30 points.
3.8.9	Other contestants receive a 1-point deduction from the 30-point total for every 10 seconds their time exceeds the fastest time.	3.8.9	Other competitors receive a 1-point deduction from the 30-point total for every 10 seconds their time exceeds the fastest time.
3.8.10	If a contestant reaches the time limit and has not finished the event, or has not visited each work station, he/she will not receive any time points for the event and will only receive scoring points accumulated up to that point. Judges' discretionary points may be assigned up until the time limit is reached. (see Rule 3.2.8).	3.8.10	If a competitor reaches the time limit and has not finished the event, or has not completed the task at each work station, he/she will not receive any time points for the event and will only receive scoring points accumulated up to that point. Judges' discretionary points may be assigned up until the time limit is reached (see Rule 3.2.8). (2016)
		3.8.11	<b>In case of a tie, the competitor with the fastest time wins. (2016)</b>

<b>3.9 Penalties</b>	<b>3.9 Penalties</b>
<b>Mandatory Penalties: (determined by the Scoring Judges) (2015)</b>	<b>Mandatory Penalties: (determined by the Scoring Judges) (2015)</b>
A mandatory penalty of 3 points will be deducted for each of the following violations:	A mandatory penalty of 3 points will be deducted for each of the following violations:
3.9.1 Failure to call the audible warning prior to ringing the bell at each work station including the landing station. (2015)	(deleted)
3.9.2 Failure to use work-positioning lanyard correctly when required.	3.9.1 Failure to use work-positioning lanyard correctly when required.
3.9.3 Failure to use the working end of the pole pruner to ring the bell.	3.9.2 Failure to use the working end of the pole pruner to ring the bell.
3.9.4 Failure to properly re-hang the pole pruner.	3.9.3 Failure to properly re-hang the pole pruner.
<b>Discretionary Penalties:</b>	<b>3.9.4 Discretionary Penalties:</b>
A 3-point penalty and audible warning will be given by the Event Head Judge for any of the below infractions. (2015)	A 3-point penalty and audible warning will be given by the Event Head Judge for any of the below infractions. (2015)
3.9.5 Dangerous uncontrolled swing. (2015)	Dangerous uncontrolled swing. (2015)
3.9.6 Failure to maintain a taut climbing system or climbing above the tie-in point. (2015)	3.9.5 Failure to maintain a taut climbing system or climbing above the tie-in point. (2015)
3.9.7 High-speed or dangerous movement.	3.9.6 High-speed or dangerous movement.
<b>3.10 Disqualification</b>	<b>3.10 Disqualification</b>
Mandatory Disqualifications:	Mandatory Disqualifications:
A contestant will be disqualified by the Event Head Judge for the following infractions:	A contestant will be disqualified by the Event Head Judge for the following infractions:
3.10.1 Dropped piece of equipment (See Rule 2.2.32).	3.10.1 Dropped piece of equipment (See Rule 2.2.32).
3.10.2 Any piece of equipment left in tree except the pre-installed climbing line.	3.10.2 Any piece of equipment left in tree except the pre-installed climbing line.
3.10.3 Breaking of sizable branch (branch size to be decided prior to the event, at the Event Head Judge's discretion). (2015)	3.10.3 Breaking of sizable branch (branch size to be decided prior to the event, at the Event Head Judge's discretion). (2015)
3.10.4 Failure to remain tied-in to the tree on at least one point of attachment.	3.10.4 Failure to remain tied-in to the tree on at least one point of attachment.
3.10.5 More than 5 minutes late for event.	3.10.5 More than 5 minutes late for event.
3.10.6 Placing handsaw in the mouth. (2015)	3.10.6 Placing handsaw in the mouth. (2015)
3.10.7 Misconduct.	3.10.7 Misconduct.
3.10.8 A second discretionary penalty. (2015)	3.10.8 A second discretionary penalty. (2015)
	3.10.9 <b>A second failure to use a work-positioning lanyard when required. (2016)</b>

2015

2016

4 AERIAL RESCUE EVENT	4 AERIAL RESCUE EVENT
4.1 Event Summary	4.1 Event Summary
<p>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 male and female contestants. Prior to the event walk-through, the Event Head Judge provides the contestants with the event scenario. (see Appendix 3 for examples of event scenarios.) The rescue scenario explains the injuries and details of the climber’s situation. Contestants must perform a risk 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. The injured climber (dummy) should be lowered as safely, carefully, and efficiently as possible. The contestant, as first responder, will assume control of the site, take control of all relevant safety issues, and ensure that local emergency services are contacted. (2015)</p>	<p>The Aerial Rescue event is a timed event that tests the competitor’s ability to climb to and safely lower a climber who is unable to descend without assistance. The event setup is the same for male and female competitors. Prior to the event walk-through, the Event Head Judge provides the competitors with the event scenario. (see Appendix 3 for examples of event scenarios.) The rescue scenario explains the injuries and details of the climber’s situation. Competitors shall perform a risk 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. The injured climber (dummy) should be lowered as safely, carefully, and efficiently as possible. The competitor, as first responder, will assume control of the site, take control of all relevant safety issues, and ensure that local emergency services are contacted. (2015)</p>
<b>Event Setup:</b>	<b>Event Setup:</b>
<p>The injured climber (represented by a dummy) weighing between 60-80 kg (132-176 lbs.) is installed in the tree with a regulation climbing line and saddle/harness preferably no higher than 25 feet (7.5 meters) above the ground. The contestant must enter the tree using a previously installed line, installed no closer than 15 feet (4.5 meters) from the injured worker. Contestants are provided with 5 minutes to complete the event. (2015)</p>	<p>The injured climber (represented by a dummy) weighing between 60-80 kg (132-176 lbs.) is installed in the tree with a regulation climbing line and saddle/harness preferably no higher than 25 feet (7.5 meters) above the ground. The competitor shall enter the tree using a previously installed line, installed no closer than 15 feet (4.5 meters) from the injured worker. Competitors are provided with 5 minutes to complete the event. (2015)</p>
4.2 Aerial Rescue Rules	4.2 Aerial Rescue Rules
<p>4.2.1 Aerial Rescue contestants shall wear, at a minimum, the following equipment: climbing-style helmet, tree climbing saddle/harness, appropriate clothing and footwear, safety glasses, and a work-positioning lanyard.</p>	<p>4.2.1 <b>Each competitor shall be equipped with, and use, an:</b></p> <ul style="list-style-type: none"> <li>• approved climbing-style helmet,</li> <li>• approved eye protection,</li> <li>• approved tree-climbing saddle/harness,</li> <li>• approved work-positioning lanyard, and</li> <li>• appropriate clothing and footwear (2016)</li> </ul>
4.2.2 Contestants must enter the tree using the installed line.	4.2.2 Competitors shall 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.	4.2.3 Competitors may not use the injured climber’s line to enter into or descend from the tree.
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 unless rule 4.2.5 is used.	4.2.4 Competitors shall lower the injured climber on the injured climber’s line or an approved line other than the competitor’s own unless Rule 4.2.5 is used.
4.2.5 When a rescue dummy is used and fitted with an approved independent fall -arrest system during the event setup meeting the requirements of rule 4.2.6, the casualty may be transferred to and lowered on the contestant’s climbing system, but the dummy must remain attached to the independent fall-arrest system at all times. When using only the contestant’s climbing system for lowering the casualty, the anchor point must be strong enough to hold the increased weight. Prior to the rescue dummy being detached from its climbing system, additional friction must be added to the contestant’s system to safely manage the anticipated weight. (2015)	4.2.5 When a rescue dummy is used and fitted with an approved independent fall-arrest system during the event setup meeting the requirements of Rule 4.2.6, the casualty may be transferred to and lowered on the competitor’s climbing system, but the dummy shall remain attached to the independent fall-arrest system at all times. When using only the competitor’s climbing system for lowering the casualty, the anchor point shall be strong enough to hold the increased weight. Prior to the rescue dummy being detached from its climbing system, additional friction shall be added to the competitor’s system to safely manage the anticipated weight. (2015)
4.2.6 When using fall-arrest equipment, a full-body harness must be used and attached dorsally to the dummy. The fall-arrest system must be manufactured to meet or exceed the minimum accepted industry safety standard and must be of the inertia reel type. The system must be calibrated to the weight of the dummy and drop tested prior to the event.	4.2.6 When using fall-arrest equipment, a full-body harness shall be used and attached dorsally to the dummy. The fall-arrest system shall be manufactured to meet or exceed the minimum accepted industry safety standard and shall be of the inertia reel type. The system shall be calibrated to the weight of the dummy and drop tested prior to the event.
4.2.7 The contestant must issue the audible warning; “stand clear,” before lowering the injured climber safely to the ground.	4.2.7 The competitor shall issue the audible warning; “stand clear,” before lowering the injured climber safely to the ground.
4.2.8 Contestants must remain tied in on a separate climbing line or secured with a work-positioning lanyard throughout the event.	(moved to 4.2.10)

4.2.9	Contestants may work off the pre-installed access line (see Rule 2.2.29 and 2.2.30) or may carry another climbing line into the tree.		<b>(moved to 4.2.11)</b>
4.2.10	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	Once a competitor has been identified to the judges, the competitor is asked if he or she has any questions and is reminded of the event requirements.
4.2.11	Timing begins when the Event Head Judge says “go” and instructs the contestant to proceed.	4.2.9	Timing begins when the Event Head Judge says “go” and instructs the competitor to proceed.
		4.2.10	<b>Competitors shall remain tied in on a separate climbing line or secured with a work-positioning lanyard throughout the event.</b>
		4.2.11	<b>Competitors may work off the pre-installed access line or may carry another climbing line into the tree (see Rule 2.2.29 and 2.2.30).</b>
4.2.12	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. In the case of a scenario as outlined in 4.2.5, time is stopped when the dummy has been unclipped from the contestant’s climbing system.	4.2.12	Time is stopped when a competitor 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. In the case of a scenario as outlined in Rule 4.2.5, time is stopped when the dummy has been unclipped from the competitor’s climbing system.
4.2.13	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 Event Head Judge.	4.2.13	If a competitor runs out of time before unclipping the injured climber from the climbing saddle/harness, the competitor shall stop the climb and follow the instructions of the Event Head Judge.
4.2.14	A contestant receives points only for tasks that were completed within the time limit. If the contestant times out, they are eligible to receive points in any of the first 5 scoring sections even if all of the tasks pertinent to that section have not been completed.	4.2.14	A competitor receives points only for tasks that were completed within the time limit. If the competitor times out, they are eligible to receive points in any of the 5 scoring sections even if all of the tasks pertinent to that section have not been completed.
4.2.15	If a contestant enters the tree using an ascending technique NOT approved for descent or lateral movement, 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 prior to the contestant tying in with an approved climbing hitch will be pre-determined by the Event Head Judge. The first offense will generate a warning; a second offense will generate a disqualification.	4.2.15	If a competitor enters the tree using an ascending technique NOT approved for descent or lateral movement, the competitor shall, 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 prior to the competitor tying in with an approved climbing hitch will be pre-determined by the Event Head Judge. The first offense will generate a warning; a second offense will generate a disqualification.
4.2.16	A contestant may leave equipment in the tree provided the Event Head Judge is informed before the climb. The Event Head Judge then makes arrangements to retrieve the equipment at the end of the contestant’s climb.	4.2.16	A competitor may leave equipment in the tree provided the Event Head Judge is informed before the climb. The Event Head Judge then makes arrangements to retrieve the equipment at the end of the competitor’s climb.

<b>4.3 Scoring the Aerial Rescue (50 possible points)</b>	<b>4.3 Scoring the Aerial Rescue (50 possible points)</b>
4.3.1 There will be either three or five Aerial Rescue judges. When five judges are available, the high and low scores are thrown out, and the remaining three scores are averaged to provide the official score.	4.3.1 There will be either three or five Aerial Rescue judges. When five judges are available, the high and low scores are thrown out, and the remaining three scores are averaged to provide the official score.
4.3.2 Up to 45 points are awarded in total for six scoring sections. Each scoring section is worth between 7 and 13 points as detailed below. Risk Assessment and Rescue Plan: 7 points Ascent and Movement to the Casualty: 7 points Casualty Assessment and Handling: 13 points Descent: 7 points Landing: 7 points Unclipped Casualty within the time limit: 4 points	4.3.2 Up to 45 points are awarded in total for six scoring sections. Each scoring section is worth between 4 and 13 points as detailed below. Risk Assessment and Rescue Plan: 7 points Ascent and Movement to the Casualty: 7 points Casualty Assessment and Handling: 13 points Descent: 7 points Landing: 7 points Unclipped Casualty within the time limit: 4 points
4.3.3 Up to 5 efficiency points can be awarded based on completion time.	4.3.3 Up to 5 efficiency points can be awarded based on completion time.
<b>Scoring Efficiency Points:</b> 0 pts – 00.00 seconds to 15 seconds below time limit 1 pts – 15.01 seconds to 30 seconds below time limit 2 pts – 30.01 seconds to 45 seconds below time limit 3 pts – 45.01 seconds to 60 seconds below time limit 4 pts – 60.01 seconds to 75 seconds below time limit 5 pts – 75.01 seconds or more below time limit	<b>Scoring Efficiency Points:</b> 0 pts – 00.00 seconds to 15 seconds below time limit 1 pts – 15.01 seconds to 30 seconds below time limit 2 pts – 30.01 seconds to 45 seconds below time limit 3 pts – 45.01 seconds to 60 seconds below time limit 4 pts – 60.01 seconds to 75 seconds below time limit 5 pts – 75.01 seconds or more below time limit
4.3.4 In case of a tie, the contestant with the fastest time wins.	4.3.4 In case of a tie, the contestant with the fastest time wins.
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 within that time. Judges may award partial points in any of the scoring sections for tasks pertinent to that section that are completed.	4.3.5 A competitor who fails to finish within the time limit will be called to the ground and will receive only those points accumulated within that time. Judges may award partial points in any of the scoring sections for tasks pertinent to that section that are completed.
<b>4.4 Penalties</b>	<b>4.4 Penalties</b>
<b>Discretionary Penalties:</b>	<b>Discretionary Penalties:</b>
A 3-point penalty and audible warning will be given by the Event Head Judge for any of the below infractions. (2015)	A 3-point penalty and audible warning will be given by the Event Head Judge for any of the below infractions. (2015)
4.4.1 Failure to maintain a taut climbing system or climbing above the tie-in point. (2015)	4.4.1 Failure to maintain a taut climbing system or climbing above the tie-in point. (2015)
4.4.2 Dangerous uncontrolled swing. (2015)	4.4.2 Dangerous uncontrolled swing. (2015)
4.4.3 High-speed or dangerous movement.	4.4.3 High-speed or dangerous movement.
<b>4.5 Disqualification</b>	<b>4.5 Disqualification</b>
<b>Mandatory Disqualifications:</b>	<b>Mandatory Disqualifications:</b>
A contestant will be disqualified by the Event Head Judge for the following infractions:	A competitor will be disqualified by the Event Head Judge for the following infractions:
4.5.1 Dropped piece of equipment (See Rule 2.2.32).	4.5.1 Dropped piece of equipment (See Rule 2.2.32).
4.5.2 Failure to remain tied-in to the tree on at least one point of attachment. (2015)	4.5.2 Failure to remain tied-in to the tree on at least one point of attachment. (2015)
4.5.3 More than 5 minutes late for event.	4.5.3 More than 5 minutes late for event.
4.5.4 Misconduct.	4.5.4 Misconduct.
4.5.5 Breaking of sizable branch (size to be decided prior to the event, at the Event Head Judge's discretion). (2015)	4.5.5 Breaking of sizable branch (size to be decided prior to the event, at the Event Head Judge's discretion). (2015)
4.5.6 Tampering with the dummy's independent fall arrest system (see Rule 4.2.5 and 4.2.6).	4.5.6 Tampering with the dummy's independent fall-arrest system (see Rule 4.2.5 and 4.2.6).
4.5.7 Failure to safely manage the friction required for the additional weight of the dummy (see Rule 4.2.5). (2015)	4.5.7 Failure to safely manage the friction required for the additional weight of the dummy (see Rule 4.2.5). (2015)
4.5.8 Placing handsaw in the mouth. (2015)	4.5.8 Placing handsaw in the mouth. (2015)
4.5.9 A second discretionary penalty. (2015)	4.5.9 A second discretionary penalty. (2015)

2015

2016

5 THROWLINE EVENT	5 THROWLINE EVENT
5.1 Event Summary	5.1 Event Summary
<p>The throwline is a timed event that tests the contestant’s ability to accurately place a throwline and/or climbing line in a tree at heights between approximately 10 and 20 meters (32.8 and 65.6 feet). Contestants attempt to toss a throwline or climbing line through two of eight targets. Targets can be located in a single tree, four on each side; or in multiple trees as long as there are two distinct sets of four targets. The targets are worth 9, 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. A single throw may be used to score a target on each side of the tree. (2015)</p> <p>The lines may be manipulated in the tree. This includes attaching more than one throwline or climbing line together to perform manipulation techniques. A throw is considered legal and scores only when the scoring line (throwline or climbing line) is isolated within the target area, and both ends of the scoring line are ‘touching the ground,’ with no other limbs in between the two parts of the line. (‘touching the ground’ includes both ends of the line touching the contestant who is standing on the ground). Additional lines used for manipulation techniques must be removed from the tree prior to the stoppage of time or the contestant will be assessed a 1-point penalty for each additional line left in the tree. (2015)</p> <p>Additional 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. The value of these additional points depends on the difficulty of the throw. Installing a line in a 9-point throw is worth 4 additional points. Installing a line in a 7-point throw is worth 3 additional points, a 5-point throw - 2 points and a 3-point throw - 1 point. (2015)</p> <p>Contestants may also earn Time Points for efficiency. The contestant must score in each set of targets to be eligible for Time Points. Time Points are awarded as follows:</p> <ul style="list-style-type: none"> <li>• Completed the event in 2:00.00 minutes or less – 4 points</li> <li>• Completed the event between 2:00.01 and 3:00.00 minutes – 3 points</li> <li>• Completed the event between 3:00.01 and 4:00.00 minutes – 2 points</li> <li>• Completed the event between 4:00.01 and 5:00.00 minutes – 1 point</li> <li>• Completed the event between 5:00.01 and 6:00.00 minutes – 0 points (2015)</li> </ul>	<p>The throwline is a timed event that tests the competitor’s ability to accurately place a throwline and/or climbing line in a tree at heights between approximately 10 and 20 meters (32.8 and 65.6 feet). Competitors attempt to toss a throwline or climbing line through two of eight targets. Targets can be located in a single tree, four on each side; or in multiple trees as long as there are two distinct sets of four targets. The targets are worth 9, 7, 5, and 3 points, respectively, depending on the difficulty of the throw. Each competitor is allowed unlimited throws within 6 minutes, but a competitor can score in only one target on each side of the tree. A single throw may be used to score a target on each side of the tree. (2015)</p> <p>The lines may be manipulated in the tree. This includes attaching more than one throwline or climbing line together to perform manipulation techniques. A throw is considered legal and scores only when the scoring line (throwline or climbing line) is isolated within the target area, and both ends of the scoring line are ‘touching the ground,’ with no other limbs in between the two parts of the line. (‘touching the ground’ includes both ends of the line touching the competitor who is standing on the ground). Additional lines used for manipulation techniques shall be removed from the tree prior to the stoppage of time or the competitor will be assessed a 1-point penalty for each additional line left in the tree. (2015)</p> <p>Additional points may be earned for installing a climbing line through one target on each side of the tree. The climbing line shall be pulled through the target with both ends of the rope ‘touching the ground’ in order to score additional points. The value of these additional points depends on the difficulty of the throw. Installing a line in a 9-point throw is worth 4 additional points. Installing a line in a 7-point throw is worth 3 additional points, a 5-point throw - 2 points and a 3-point throw - 1 point. (2015)</p> <p>Competitors may also earn Time Points for efficiency. The competitor needs to score in each set of targets to be eligible for Time Points. For a breakdown of the Time Points, see Rule 5.3.6.</p> <p><b>(moved to 5.3.6)</b>  <b>(moved to 5.3.6)</b>  <b>(moved to 5.3.6)</b>  <b>(moved to 5.3.6)</b>  <b>(moved to 5.3.6)</b></p>
5.2 Throwline Rules	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.	5.2.1 <b>Each competitor shall be equipped with, and use, an:</b> <ul style="list-style-type: none"> <li>• <b>approved climbing-style helmet,</b></li> <li>• <b>approved eye protection, and</b></li> <li>• <b>appropriate clothing and footwear (2016)</b></li> </ul>
5.2.2 The throwline or climbing line 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 sling shots or other mechanical devices may not be used in the throwline event. (2015)	5.2.2 The throwline or climbing line shall be thrown by hand from within the predetermined throwing area. Once a line is installed, an approved flipstick may be used to manipulate the throw line or climbing line into position. Devices such as sling shots, or other mechanical devices may not be used in the throwline event. (2015)
5.2.3 Contestants may use up to three throwlines and up to two climbing lines.	5.2.3 Competitors may use up to three throwlines and up to two climbing lines.
5.2.4 Contestants may use equipment provided, or they may use their own throwlines and climbing lines if these have been approved by the judges.	5.2.4 Competitors may use equipment provided, or they may use their own throwlines and climbing lines if these have been approved by the judges.

5.2.5	A contestant tells the judges when he or she is ready to proceed and waits for the Event Head Judge's signal to start. Time starts when the Event Head Judge says "go" and instructs the contestant to proceed.	5.2.5	A competitor tells the judges when he or she is ready to proceed and waits for the Event Head Judge's signal to start. Time starts when the Event Head Judge says "go" and instructs the competitor to proceed.
5.2.6	A contestant can throw at any target, in any order, any number of times, and the throwline or climbing line 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 'touching 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.	5.2.6	A competitor can throw at any target, in any order, any number of times, and the throwline or climbing line 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 'touching 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.
5.2.7	A throw is considered legal and scores only when: <ul style="list-style-type: none"> <li>the throwline or climbing line is isolated within the target area,</li> <li>the contestant, who is standing on the ground, is holding both ends of the line,</li> <li>the contestant has asked the Event Head Judge to register the throw.</li> </ul> The target area includes the width of the tape (from outside edge to outside edge). If a climbing line is thrown, it scores the points for both the throw and the installation once the above conditions have been met.	5.2.7	A throw is considered legal and scores only when: <ul style="list-style-type: none"> <li>the throwline or climbing line is isolated within the target area,</li> <li>the competitor, who is standing on the ground, is holding both ends of the line,</li> <li>the competitor has asked the Event Head Judge to register the throw. (2015)</li> </ul> The target area includes the width of the tape (from outside edge to outside edge). If a climbing line is thrown, it scores the points for both the throw and the installation once the above conditions have been met.
5.2.8	When asked by the contestant to register a throw, the judges will determine whether the throw meets the criteria in Rule 5.2.7.	5.2.8	When asked by the competitor to register a throw, the judges will determine whether the throw meets the criteria in Rule 5.2.7.
5.2.9	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.	5.2.9	If the judges decide that a throw is not legal, the competitor is notified and that throw is not registered. It is the responsibility of the competitor to make sure the judges have accepted the throw as legal.
5.2.10	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.	5.2.10	A competitor 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.
5.2.11	Once the judges are told to register a throw, it cannot be changed.	5.2.11	Once the judges are told to register a throw, it cannot be changed.
5.2.12	A contestant who breaks a limb larger than a minimum specified diameter and smaller than a maximum specified diameter shall be penalized 1 point for each broken limb, unless it is determined by the Event Head Judge that the break was not due to any unnecessary force being applied to the limb. A third broken limb will result in disqualification. The minimum and maximum limb diameters to incur a 1-point penalty will be set by the Event Head Judge prior to the beginning of the competition.	5.2.12	A competitor who breaks a limb larger than a minimum specified diameter and smaller than a maximum specified diameter shall be penalized 1 point for each broken limb, unless it is determined by the Event Head Judge that the break was not due to any unnecessary force being applied to the limb. A third broken limb will result in disqualification. The minimum and maximum limb diameters to incur a 1-point penalty will be set by the Event Head Judge prior to the beginning of the competition.
5.2.13	A contestant who breaks a limb larger than the predetermined maximum size shall be disqualified unless it is determined by the Event Head Judge that the break was not due to any unnecessary force being applied to the limb.	5.2.13	A competitor who breaks a limb larger than the predetermined maximum size shall be disqualified unless it is determined by the Event Head Judge that the break was not due to any unnecessary force being applied to the limb.
5.2.14	The final time is recorded when a contestant has successfully installed both climbing lines in the tree(s), when the contestant requests the time to stop, or when time has expired.	5.2.14	The final time is recorded when a competitor has successfully installed both climbing lines in the tree(s), when the competitor requests the time to stop, or when time has expired.
5.2.15	In the event of a tie, the contestant with the fastest time wins. If the final times are the same, a second tie-breaker will be used: the 'first score time'.	5.2.15	In the event of a tie, the competitor with the fastest time wins. If the final times are the same, a second tiebreaker will be used: the 'first score time'.
5.2.16	The 'first score time' is recorded only for the purposes that it may be needed as a second tie-breaker. The 'first score time' is registered at the first time the contestant asks for either a throwline or climbing line to be registered. In the event of a tie, the competitor with the fastest 'first score time' will win.	5.2.16	<b>The 'first score time' is recorded only for the purposes that it may be needed as a second tiebreaker. The 'first score time' is registered at the first time the competitor asks for either a throwline or climbing line to be registered. (2016)</b>
5.2.17	Contestants will be provided 6 minutes to set up and complete the event unless, at the discretion of the Event Head Judge, an alternative time limit is set.	5.2.17	Competitors will be provided 6 minutes to set up and complete the event unless, at the discretion of the Event Head Judge, an alternative time limit is set.
5.2.18	Contestants must install at least one climbing line over one of the targets within the time limit. A contestant who does not install a climbing line will be penalized 3 points from the score accumulated before time expired.	5.2.18	Competitors shall install at least one climbing line over one of the targets within the time limit. A competitor who does not install a climbing line will be penalized 3 points from the score accumulated before time expired.

		5.2.19	Any non-scoring lines still in the tree at the end of the competitor's event will incur a one-point penalty per line. (2016)
		5.2.20	If a competitor's line is within a scoring target, it shall be registered with the Event Head Judge prior to the competitor throwing again. If the line is not registered with the Event Head Judge prior to the next throw, it cannot be registered and scored at a later stage in that competitor's event. If the unscored line is still in the tree at the end of that competitor's event, it incurs a one-point penalty. (2016)
5.2.19	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.	5.2.21	A competitor 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.
5.2.20	If the throwline was not declared a legal score before the climbing line was dropped, the contestant may re-throw the throwline.	5.2.22	If the throwline was not declared a legal score before the climbing line was dropped, the competitor may re-throw the throwline.
5.2.21	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.	5.2.23	A competitor 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 competitor will receive points only for the declared and legally scored throwline.
5.2.22	If a contestant's throw weight and/or climbing line leaves the flagged area during a throw, while being manipulated or otherwise removed from the tree, a 3-point penalty is assessed. A second offense will result in disqualification from the event.	5.2.24	If a competitor's throw weight and/or climbing line leaves the flagged area during a throw, while being manipulated or otherwise removed from the tree, a 3-point penalty is assessed. A second offense will result in disqualification from the event.
5.2.23	Contestants shall issue the audible warning, "stand clear," and receive confirmation of "all clear" from the Event 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. Failure to issue audible warnings will result in a 1-point deduction for each infraction of this rule. Two 1-point audible penalty warnings will be issued. The third offense will result in a disqualification.	5.2.25	Competitors shall issue the audible warning, "stand clear," and receive confirmation of "all clear" from the Event 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. Failure to issue audible warnings will result in a 1-point deduction for each infraction of this rule. Two 1-point audible penalty warnings will be issued. The third offense will result in a disqualification.
<b>5.3 Scoring the Throwline (30 possible points)</b>		<b>5.3 Scoring the Throwline (30 possible points)</b>	
5.3.1	Contestants may register a maximum of two throws with the judges.	5.3.1	Competitors may register a maximum of two throws with the judges.
5.3.2	The time taken to legally register the first score will be recorded, as well as the time to legally register both throws (and/or also install the climbing lines).	5.3.2	The time taken to legally register the first score will be recorded, as well as the time to legally register both throws (and/or also install the climbing lines).
5.3.3	The highest (or most difficult) target scores 9, the middle targets score 7 and 5 respectively, and the lowest (or easiest) target scores 3. (2015)	5.3.3	The highest (or most difficult) target scores 9, the middle targets score 7 and 5 respectively, and the lowest (or easiest) target scores 3. (2015)
5.3.4	Additional points can be scored for installing a climbing line over one target in each set. Installing a climbing line in a 9-point throw is worth 4-points, a 7-point throw is worth 3-points, a 5-point throw is worth 2-points; and a 3-point throw is worth 1-point. (2015)	5.3.4	Additional points can be scored for installing a climbing line over one target in each set. Installing a climbing line in a 9-point throw is worth 4 points, a 7-point throw is worth 3 points, a 5-point throw is worth 2 points; and a 3-point throw is worth 1 point. (2015)
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.	5.3.5	A 3-point penalty is assessed to any competitor who does not install at least one climbing line within the time limit provided.
5.3.6	A contestant can also score Time Points for efficiency. Time Points are awarded as follows: <ul style="list-style-type: none"> <li>Completed the event in 2:00.00 minutes or less – 4 points</li> <li>Completed the event between 2:00.01 and 3:00.00 minutes – 3 points</li> <li>Completed the event between 3:00.01 and 4:00.00 minutes – 2 points</li> <li>Completed the event between 4:00.01 and 5:00.00 minutes – 1 point</li> <li>Completed the event between 5:00.01 and 6:00.00 minutes – 0 points</li> </ul> Contestants must score in both sets of targets to be eligible to earn Time Points. (2015)	5.3.6	A competitor can also score Time Points for efficiency. Time Points are awarded as follows: <ul style="list-style-type: none"> <li>Completed the event in 2:00.00 minutes or less – 4 points</li> <li>Completed the event between 2:00.01 and 3:00.00 minutes – 3 points</li> <li>Completed the event between 3:00.01 and 4:00.00 minutes – 2 points</li> <li>Completed the event between 4:00.01 and 5:00.00 minutes – 1 point</li> <li>Completed the event between 5:00.01 and 6:00.00 minutes – 0 points</li> </ul> Competitors need to score in both sets of targets to be eligible to earn Time Points. (2015)
5.3.7	A contestant can score a maximum of 18 points for hitting the targets (9 on each side of the tree) and an additional maximum of 8 points (4 on each side of the tree) for installing climbing lines. A contestant can also score a maximum of 4 points for completing the event in 2:00.00 minutes or less. (2015)	5.3.7	A competitor can score a maximum of 18 points for hitting the targets (9 on each side of the tree) and an additional maximum of 8 points (4 on each side of the tree) for installing climbing lines. A competitor can also score a maximum of 4 points for completing the event in 2:00.00 minutes or less. (2015)
5.3.8	A contestant's final placing is based on score, with the highest point total determining the winner.	5.3.8	A competitor's final placing is based on score, with the highest point total determining the winner.



5.3.9	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 time is the winner.	5.3.9	In the event of a tie, the competitor with the fastest final time is the winner. If the final times are identical, the competitor with the fastest first score time is the winner. (2016)
	Example scoring:		Example scoring:
	<p><b>Contestant A</b></p> <p>Scores 9 points for hitting the top target, and 4 points for installing a climbing line on the first side, and an additional 5 points for hitting a middle target on the other side of the tree, but receives a 1-point penalty for failing to issue an audible warning and runs out of time before installing the climbing line. Contestant A scores <math>9 + 4 + 5 - 1 = 17</math> points; time 6:00.00 minutes. (2015)</p> <p><b>Contestant B</b></p> <p>Scores 7 points for hitting a middle target and an additional 3 points for installing a climbing line on the first side. The contestant then scores 5 points for hitting the lower middle target on side two and scores an additional 2 points for installing the climbing line in the second target area. Contestant B finishes the event in 2:54:00 and earns an additional 3 Time Points. Contestant B scores <math>7 + 3 + 5 + 2 + 3 = 20</math> points; time 2:54.00 minutes. (2015)</p> <p><b>Contestant C</b></p> <p>Scores 9 points for hitting the top target on the first side of the tree and then scores an additional 9 points for hitting the top target 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 <math>9 + 9 - 3 = 15</math> points; time 6:00.00 minutes. (2015)</p> <p><b>Contestant D</b></p> <p>Scores 9 points for hitting the top target and an additional 4 for installing the climbing line in the target. Moving to the second side of the tree, the contestant then gets a throwline stuck, which can't be removed, but rebounds and scores 5 points for a throw into the lower middle target. At this point, Contestant D asks the Event Head Judge to stop time. Contestant D receives a 1-point penalty for the line left in the tree. Contestant D scores <math>9 + 4 + 5 - 1 = 17</math> points; time 5:46.00 minutes. Contestant placing would be B-1st, D-2nd, A-3rd, C-4th (2015)</p>		<p><b>Competitor A</b></p> <p>Scores 9 points for hitting the top target, and 4 points for installing a climbing line on the first side, and an additional 5 points for hitting a middle target on the other side of the tree, but receives a 1-point penalty for failing to issue an audible warning and runs out of time before installing the climbing line. Competitor A scores <math>9 + 4 + 5 - 1 = 17</math> points; time 6:00 minutes. (2015)</p> <p><b>Competitor B</b></p> <p>Scores 7 points for hitting a middle target and an additional 3 points for installing a climbing line on the first side. The competitor then scores 5 points for hitting the lower middle target on side two and scores an additional 2 points for installing the climbing line in the second target area. Competitor B finishes the event in 2:54.00 and earns an additional 3 Time Points. Competitor B scores <math>7 + 3 + 5 + 2 + 3 = 20</math> points; time 2:54.00 minutes. (2015)</p> <p><b>Competitor C</b></p> <p>Scores 9 points for hitting the top target on the first side of the tree and then scores an additional 9 points for hitting the top target on the other side but runs out of time before installing a climbing line. Competitor C receives a 3-point deduction for not installing a climbing line. Competitor C scores <math>9 + 9 - 3 = 15</math> points; time 6:00 minutes. (2015)</p> <p><b>Competitor D</b></p> <p>Scores 9 points for hitting the top target and an additional 4 for installing the climbing line in the target. Moving to the second side of the tree, the competitor then gets a throwline stuck, which can't be removed, but rebounds and scores 5 points for a throw into the lower middle target. At this point, Competitor D asks the Event Head Judge to stop time. Competitor D receives a 1-point penalty for the line left in the tree. Competitor D scores <math>9 + 4 + 5 - 1 = 17</math> points; time 5:46.00 minutes. (2015) Competitor placing would be B-1st, D-2nd, A-3rd, C-4th</p>
<b>5.4</b>	<b>Penalties</b>	<b>5.4</b>	<b>Penalties</b>
	<b>Mandatory Penalties:</b>		<b>Mandatory Penalties:</b>
	A contestant will be penalized for the following infractions:		A competitor will be penalized for the following infractions:
5.4.1	3-point penalty for not installing a climbing line.	5.4.1	3-point penalty for not installing a climbing line.
5.4.2	1-point penalty for each non-scoring or throw weight left in the tree when time expires. (2015)	5.4.2	1-point penalty for each non-scoring line or throw weight left in the tree when time expires. (2015)
5.4.3	3-point penalty for the throw weight or climbing line landing outside the flagged area.	5.4.3	3-point penalty for the throw weight or climbing line landing outside the flagged area.
5.4.4	1-point penalty for breaking a limb within the diameter range designated by the Event Head Judge prior to the beginning of the competition. Up to two 1-point penalties will be allowed. A third broken limb within the specified diameter range will result in disqualification.	5.4.4	1-point penalty for breaking a limb within the diameter range designated by the Event Head Judge prior to the beginning of the competition. Up to two 1-point penalties will be allowed. A third broken limb within the specified diameter range will result in disqualification.
5.4.5	1-point penalty for each failure to issue an audible warning and receive confirmation of "all clear" from the event head judge before throwing or removing any throwline. Up to two 1-point penalty warnings will be audibly issued by the Event Head Judge. The third offense will result in a disqualification.	5.4.5	<b>1-point penalty for each failure to issue an audible warning and receive confirmation of "all clear" from the Event Head Judge before throwing or removing any throwline with a throw weight attached. Up to two 1-point penalty warnings will be audibly issued by the Event Head Judge. The third offense will result in a disqualification. (2016)</b>

<b>5.5</b>	<b>Disqualification</b>	<b>5.5</b>	<b>Disqualification</b>
	<b>Mandatory Disqualification:</b>		<b>Mandatory Disqualification:</b>
	A contestant will be disqualified for the following infractions:		A competitor will be disqualified for the following infractions:
5.5.1	Being more than 5 minutes late for event.	5.5.1	Being more than 5 minutes late for event.
5.5.2	Two throws (throwlines with weights attached or climbing lines) that land outside the flagged area.	5.5.2	Two throws (throwlines with weights attached or climbing lines) that land outside the flagged area.
5.5.3	Failure to issue an audible warning (third offense).	5.5.3	Failure to issue an audible warning (third offense).
5.5.4	Misconduct.	5.5.4	Misconduct.
5.5.5	A third offense for breaking a limb within the diameter range as set by the Event Head Judge prior to the beginning of the competition.	5.5.5	Breaking a limb within the diameter range as set by the Event Head Judge prior to the beginning of the competition (third offense).
	<b>Discretionary Disqualification:</b>		<b>Discretionary Disqualification:</b>
	A contestant may be disqualified, at the discretion of the judges, for the following infractions:		A competitor may be disqualified, at the discretion of the judges, for the following infractions:
5.5.6	Breaking of a limb larger than the maximum diameter designated by the Event Head Judge prior to the beginning of the competition.	5.5.6	Breaking of a limb larger than the maximum diameter designated by the Event Head Judge prior to the beginning of the competition.

2015

2016

6 BELAYED SPEED CLIMB EVENT	6 BELAYED SPEED CLIMB EVENT
6.1 Event Summary	6.1 Event Summary
<p>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.</p>	<p>The Speed Climb tests the competitor’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 competitor 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 shall ring all the bells in order to complete the event.</p>
6.2 Belayed Speed Climb Rules	6.2 Belayed Speed Climb Rules
<p>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.</p>	<p>6.2.1 <b>Each competitor shall be equipped with, and use, an:</b>  <ul style="list-style-type: none"> <li>• approved climbing-style helmet,</li> <li>• approved eye protection,</li> <li>• approved tree-climbing saddle/harness, and</li> <li>• appropriate clothing and footwear (2016)</li> </ul> </p>
<p>6.2.2 Contestants must be tied in with an approved climbing line and friction hitch or device at all times. An impartial belayer provides belay for the contestant during the climb. (2015)</p>	<p>6.2.2 Competitors shall be tied in with an approved climbing line and friction hitch or device at all times. An impartial belayer provides belay for the competitor during the climb. (2015)</p>
<p>6.2.3 Contestants signal the judges when ready and wait for the Event Head Judge to signal that the judges are ready to begin.</p>	<p>6.2.3 <b>Competitors signal the judges when ready and wait for the Event Head Judge to signal that the timers are ready to begin. (2016)</b></p>
<p>6.2.4 The judges start the clock when a contestant’s second foot leaves the ground.</p>	<p>6.2.4 The judges start the clock when the competitor’s second foot leaves the ground.</p>
<p>6.2.5 The judges stop the clock when a contestant rings the final bell.</p>	<p>6.2.5 The judges stop the clock when the competitor rings the final bell.</p>
<p>6.2.6 Contestants must follow the predetermined route and remain tied in at all times.</p>	<p>6.2.6 Competitors shall follow the predetermined route and remain tied in at all times.</p>
<p>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.</p>	<p>6.2.7 After completing the climb, the competitor is responsible for bringing the line back down the tree to set the course for the next competitor.</p>
<p>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.</p>	<p>6.2.8 When technician belayed, the competitor 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.</p>
<p>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.</p>	<p>6.2.9 Competitors 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.</p>
<p>6.2.10 A contestant who breaks a limb larger than the predetermined maximum size may be disqualified at the discretion of the Event Head Judge.</p>	<p>6.2.10 A competitor who breaks a limb larger than the predetermined maximum size may be disqualified at the discretion of the Event Head Judge.</p>
<p>6.2.11 Three stopwatches are used, and the time is recorded to the hundredth of a second.</p>	<p>6.2.11 Three stopwatches are used, and the time is recorded to the hundredth of a second.</p>
<p>6.2.12 The three times are averaged to produce the final time.</p>	<p>6.2.12 The three times are averaged to produce the final time.</p>

<b>6.3 Scoring the Belayed Speed Climb (20 possible points)</b>		<b>6.3 Scoring the Belayed Speed Climb (20 possible points)</b>	
6.3.1	There will be either three or five Belayed Speed Climb timers. When five timers are available, the high and low times are thrown out, and the remaining three times are averaged to provide the official time.	6.3.1	There will be either three or five Belayed Speed Climb timers. When five timers are available, the high and low times are thrown out, and the remaining three times are averaged to provide the official time.
6.3.2	The event is based purely on time.	6.3.2	The event is based purely on time.
6.3.3	The fastest contestant to the top is the winner and receives 20 points.	6.3.3	The fastest competitor to the top is the winner and receives 20 points.
6.3.4	The remaining contestants' scores are calculated by subtracting the fastest contestant's time (in seconds) from the times of each of the other contestants.	6.3.4	The remaining competitors' scores are calculated by subtracting the fastest competitor's time (in seconds) from the times of each of the other competitors.
6.3.5	For every 2-second difference in time between those scores, 1 point (of the 20 possible points) is deducted from the contestant's score. Example scoring:  The fastest contestant completes the climb in 2 minutes, 27.46 seconds (147.46 seconds).  The second-fastest contestant completes the climb in 2 minutes, 41.82 seconds (161.82 seconds). Time difference = 14.36 seconds = 7.18 point deduction The fastest contestant receives 20 points. The second-fastest contestant receives 12.82 points (20-7.18).	6.3.5	For every 2-second difference in time between those scores, 1 point (of the 20 possible points) is deducted from the competitor's score. Example scoring:  The fastest competitor completes the climb in 2 minutes, 27.46 seconds (147.46 seconds).  The second-fastest competitor completes the climb in 2 minutes, 41.82 seconds (161.82 seconds). Time difference = 14.36 seconds = 7.18 point deduction The fastest competitor receives 20 points. The second-fastest competitor receives 12.82 points (20-7.18).
<b>6.4 Disqualification</b>		<b>6.4 Disqualification</b>	
<b>Mandatory Disqualification:</b>		<b>Mandatory Disqualification:</b>	
A contestant will be disqualified for the following infractions:		A competitor will be disqualified for the following infractions:	
6.4.1	Second infraction of using the lead of the rope to advance position (see Rule 6.2.8).	6.4.1	Second infraction of using the lead of the rope to advance position (see Rule 6.2.8).
6.4.2	Dropping a piece of equipment (see Rule 2.2.32).	6.4.2	Dropping a piece of equipment (see Rule 2.2.32).
6.4.3	Failure to remain tied in.	6.4.3	Failure to remain tied in.
6.4.4	Being more than 5 minutes late for event.	6.4.4	Being more than 5 minutes late for event.
6.4.5	Misconduct.	6.4.5	Misconduct.
<b>Discretionary Disqualification:</b>		<b>Discretionary Disqualification:</b>	
A contestant may be disqualified, at the discretion of the Event Head Judge, for the following infractions:		A competitor may be disqualified, at the discretion of the Event Head Judge, for the following infractions:	
6.4.6	Dangerous uncontrolled swing.	6.4.6	Dangerous uncontrolled swing.
6.4.7	Leaping or jumping, creating excessive slack.	6.4.7	Leaping or jumping, creating excessive slack.
6.4.8	Breaking of a sizable branch (size to be determined by the Event Head Judge prior to the event). (2015)	6.4.8	Breaking of a sizable branch (size to be determined by the Event Head Judge prior to the event). (2015)

2015

2016

7 SECURED FOOTLOCK EVENT	7 SECURED FOOTLOCK EVENT
<p><b>7.1 Event Summary</b></p> <p>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 height is 15 meters (49 feet, 2.5 inches) for both the men's and women's event at International competition. A height of 12 meters (39 feet, 4.5 inches) may be used for both the men's and women's event at Chapter level if height constraints are an issue. The finishing bell shall be installed 38 cm (15 inches) horizontally from the competitor's line. 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.</p> <p>A footlock world record may be attempted during either the preliminary event or during a stand-alone event. However, for a world record footlock time to stand, all the criteria for a world record attempt as outlined in Appendix 1 must be met.</p>	<p><b>7.1 Event Summary</b></p> <p>The Secured Footlock measures the competitor'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 height is 15 meters (49 feet, 2.5 inches) for both the men's and women's event at International competition. A height of 12 meters (39 feet, 4.5 inches) may be used for both the men's and women's event at Chapter level if height constraints are an issue. The finishing bell shall be installed 38 cm (15 inches) horizontally from the competitor's line. Mechanical ascenders may not be used. The event is timed with a maximum time limit of 60 seconds, and the competitor with the fastest time wins.</p> <p>A footlock world record may be attempted during either the preliminary event or during a stand-alone event. However, for a world record footlock time to stand, all the criteria for a world record attempt as outlined in Appendix 1, shall be met.</p>
<p><b>7.2 Secured Footlock Rules</b></p>	<p><b>7.2 Secured Footlock Rules</b></p>
<p>7.2.1 A climbing-style helmet; Figure-8 descender or other approved descending device; approved Prusik loop; 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. (2015)</p>	<p>7.2.1 <b>Each competitor shall be equipped with, and use, an:</b></p> <ul style="list-style-type: none"> <li>• approved climbing-style helmet,</li> <li>• approved figure-8 descender or other approved descending device,</li> <li>• approved Prusik loop,</li> <li>• approved tree-climbing saddle/harness, and/or fall-arrest harness with a dorsal attachment,</li> <li>• approved eye protection, and</li> <li>• appropriate clothing and footwear (2016)</li> </ul>
<p>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.</p>	<p>7.2.2 Competitors may use the installed line provided for the event or replace the line with an approved climbing line of the competitor's choice.</p>
<p>7.2.3 Contestants advise the judges when ready and wait for the Event Head Judge to signal that the judges and technicians are ready to proceed. (2015)</p>	<p>7.2.3 <b>Competitors advise the timers when ready and wait for the Event Head Judge to signal that the judges and technicians are ready to proceed. (2016)</b></p>
<p>7.2.4 The judges start the clock when a contestant's second foot leaves the ground.</p>	<p>7.2.4 <b>The timers start the clock when a competitor's second foot leaves the ground. (2016)</b></p>
<p>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.</p>	<p>7.2.5 <b>The timers stop the clock when a competitor rings the bell at the top of the climb, either by hitting or shaking it with his or her hand. (2016)</b></p>
<p>7.2.6 If a contestant does not reach the bell/buzzer within the 60-second time limit, the Event Head Judge will instruct the contestant to stop and descend to the ground. The contestant will receive no points.</p>	<p>7.2.6 If a competitor does not reach the bell/buzzer within the 60-second time limit, the Event Head Judge will instruct the competitor to stop and descend to the ground. The competitor will receive no points.</p>
<p>7.2.7 An impartial belayer provides belay for the contestant during the climb.</p>	<p>7.2.7 An impartial belayer provides belay for the competitor during the climb.</p>
<p>7.2.8 Contestants must keep the belay line attached to the harness and remain on belay at all times while participating in this event.</p>	<p>7.2.8 Competitors shall keep the belay line attached to the harness and remain on belay at all times while participating in this event.</p>
<p>7.2.9 Contestants must use a Prusik hitch or another approved non-mechanical fall-protection system during the climb.</p>	<p>7.2.9 Competitors shall use a Prusik hitch or another approved non-mechanical fall-protection system during the climb.</p>
<p>7.2.10 Contestants must perform an "on-rope test" to demonstrate the effectiveness and adjustment of the fall-arrest safety equipment.</p>	<p>7.2.10 Competitors shall perform an "on-rope test" to demonstrate the effectiveness and adjustment of the fall-arrest safety equipment.</p>
<p>7.2.11 During the ascent, the contestant may not place his/her hand on or above the friction hitch. For the descent, the climber may place his/her hand on the friction hitch to disable it, only after an approved descending system (e.g., Figure-8) has been installed and the climber has communicated with the belayer his/her intent to change over to the descending system to return to the ground.</p>	<p>7.2.11 During the ascent, the competitor may not place his/her hand on or above the friction hitch. For the descent, the climber may place his/her hand on the friction hitch to disable it, only after an approved descending system (e.g., Figure-8) has been installed and the climber has communicated with the belayer his/her intent to change over to the descending system to return to the ground.</p>
<p>7.2.12 Contestants must use an approved descending device such as a Figure-8 for the descent. Contestants must not descend on the friction hitch (Prusik, Klemheist).</p>	<p>7.2.12 Competitors shall use an approved descending device such as a Figure-8 for the descent. Competitors shall not descend on the friction hitch (Prusik, Klemheist).</p>
<p>7.2.13 Equipment such as a carabiner may be attached to a contestant's boots in order to keep the climbing line close to the feet.</p>	<p>7.2.13 Equipment such as a carabiner may be attached to a competitor's boots in order to keep the climbing line close to the feet.</p>

7.2.14	Contestants are required to remain on belay at all times during the descent.	7.2.14	Competitors are required to remain on belay at all times during the descent.
7.2.15	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 or five 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. If five stopwatches are used, the highest and lowest times are discarded and the three remaining times will be averaged.	7.2.15	Electronic timers specifically designed to start when a competitor's foot leaves the ground and stop when the handbell is activated by a competitor's hand are used to record time to the hundredth of a second and are used as the official final time. Three or five 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. If five stopwatches are used, the highest and lowest times are discarded and the three remaining times will be averaged.
7.2.16	The three manual times recorded must have no more than 50/100ths of a second difference between the fastest and slowest time to qualify for recording. When times fall outside this range the time with the greatest difference from the middle time will not be recorded and the two remaining times will be averaged providing there is no greater than 50/100ths of a second difference between them. In the event of more than one stopwatch falling outside this range, no time can be recorded.	7.2.16	The three manual times recorded shall have no more than 50/100ths of a second difference between the fastest and slowest time to qualify for recording. When times fall outside this range the time with the greatest difference from the middle time will not be recorded and the two remaining times will be averaged providing there is no greater than 50/100ths of a second difference between them. In the event of more than one stopwatch falling outside this range, no time can be recorded.
7.2.17	If a valid scoring time cannot be confirmed, the competitor shall be offered the opportunity to re-run the event at a later time during the competition.	7.2.17	If a valid scoring time cannot be confirmed, the competitor shall be offered the opportunity to re-run the event at a later time during the competition.
<b>7.3</b>	<b>Scoring the Secured Footlock (20 possible points)</b>	<b>7.3</b>	<b>Scoring the Secured Footlock (20 possible points)</b>
7.3.1	There will be either three or five Secured Footlock timers. When five timers are available, the high and low times are thrown out, and the remaining three times are averaged to provide the official time.	7.3.1	There will be either three or five Secured Footlock timers. When five timers are available, the high and low times are thrown out, and the remaining three times are averaged to provide the official time.
7.3.2	The event is based purely on time.	7.3.2	The event is based purely on time.
7.3.3	Contestants who do not reach the bell/buzzer within 60 seconds will receive no points.	7.3.3	Competitors who do not reach the bell/buzzer within 60 seconds will receive no points.
7.3.4	The fastest contestant to the top is the winner and receives 20 points.	7.3.4	The fastest competitor to the top is the winner and receives 20 points.
7.3.5	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	The remaining competitors' scores are calculated by subtracting the fastest competitor's time (in seconds) from the times of each of the other competitors.
7.3.6	For every 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	For every 1-second difference in time between those scores, 1 point (of the 20 possible points) is deducted from the climber's score.
	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.		Example scoring: The fastest competitor (A) completes the climb in 0:12.49 seconds. The second-fastest competitor (B) completes the climb in 0:13.32 seconds. (B) 13.32 minus (A) 12.49 = 00.83-point deduction. This competitor's score is 20 - 0.83 = 19.17. The tenth-fastest competitor (C) completes the climb in 0:35.29 seconds. (C) 35.29 minus (A) 12.49 = 22.80-point deduction. This competitor's score is 20 - 22.80 = 0.
<b>7.4</b>	<b>Penalties</b>	<b>7.4</b>	<b>Penalties</b>
	<b>Mandatory Penalty</b>		<b>Mandatory Penalty</b>
	A contestant will be penalized for the following infractions:		A competitor will be penalized for the following infractions:
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.	7.4.1	A 3-second penalty will be added to the competitor's time for placing his or her hands on or above the friction hitch.
<b>7.5</b>	<b>Disqualification</b>	<b>7.5</b>	<b>Disqualification</b>
	<b>Mandatory Disqualification</b>		<b>Mandatory Disqualification</b>
	A contestant will be disqualified for the following infractions:		A competitor will be disqualified for the following infractions:
7.5.1	Dropped piece of equipment (see Rule 2.2.32).	7.5.1	Dropped piece of equipment (see Rule 2.2.32).
7.5.2	A second offense of the contestant placing his or her hands on or above the friction hitch (Prusik, Klemheist).	7.5.2	A second offense of the competitor 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.	7.5.3	Being more than 5 minutes late for the event.
7.5.4	Misconduct.	7.5.4	Misconduct.

2015

2016

8 MASTERS' CHALLENGE	8 MASTERS' CHALLENGE
8.1 Event Summary	8.1 Event Summary
<p>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.</p> <p>At the event head judge's signal, "Go," a contestant enters the designated work area. The contestant must perform a visual tree assessment, install any necessary climbing and/or belay equipment, and then enter the tree. The contestant proceeds to three 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. (2015)</p> <p>At each of three of four stations, the contestant must ring a bell with a handsaw before continuing to the next 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 bob to drop and activate a buzzer, no points are earned for completing the activity. Another station is equipped with wooden dowels in a bucket and a target on the ground. A contestant is tested on his/her ability to toss limbs to a designated area. A contestant can make three attempts to land a limb into a target. 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.</p>	<p>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 competitors' overall productivity and skill with a rope and saddle/harness in the tree. Competitors 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.</p> <p>At the Event Head Judge's signal, "Go," a competitor enters the designated work area. The competitor shall perform a visual tree assessment, install any necessary climbing and/or belay equipment, and then enter the tree. The competitor proceeds to three 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 competitor's abilities. (2015)</p> <p><b>At each of three of four stations, the competitor shall ring a bell with a handsaw before continuing to the next station. One of the stations is equipped with a graduated plumb bob suspended from the limb. If a competitor puts too much weight on the limb, causing the plumb bob to drop and touch a height marker, fewer points are earned for completing the activity. Another station is equipped with wooden dowels in a bucket and a target on the ground. A competitor is tested on his/her ability to toss limbs to a designated area. A competitor can make three attempts to land a limb into a target. 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. (2016)</b></p>
8.2 Masters' Challenge Rules	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 work-positioning lanyard.	8.2.1 <b>Each competitor shall be equipped with, and use, an:</b> <ul style="list-style-type: none"> <li>• approved climbing-style helmet,</li> <li>• approved eye protection,</li> <li>• approved handsaw and scabbard,</li> <li>• approved tree-climbing saddle/harness,</li> <li>• approved work-positioning lanyard, and</li> <li>• appropriate clothing and footwear (2016)</li> </ul>
8.2.2 Prior to a contestant starting the event, all equipment must be placed in a designated area inside the event arena. Once the time starts, no more equipment can be brought into the designated area or event arena.	8.2.2 Prior to a competitor starting the event, all equipment shall be placed in a designated area inside the event arena. Once the time starts, no more equipment can be brought into the designated area or event arena.
8.2.3 All personal equipment shall meet the requirements of 2.2.1.	8.2.3 All personal equipment shall meet the requirements of Rule 2.2.1.
8.2.4 The number of contestants who advance to the Masters' Challenge 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. (Exceptions may be made with the approval of the organizing TCC committee and prior to the beginning of the competition). (2015)	8.2.4 The number of competitors who advance to the Masters' Challenge 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. (Exceptions may be made with the approval of the organizing TCC committee and prior to the beginning of the competition). (2015)
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.	8.2.5 If one of the top competitors is unable to participate, the competitor 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.	8.2.6 Once the top competitors have been determined, the Head Judge sets the order in which the competitors 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 visually or audibly benefit until it is time for each individual contestant to climb.	8.2.7	Competitors are then sequestered until it is time for each individual competitor to climb. Competitors are sequestered where they cannot visually or audibly benefit until it is time for each individual competitor 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.	8.2.8	A competitor shall not witness or listen to comments about another competitor'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 competitor may not watch the first competitor, but the first competitor 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.	8.2.9	The Head Judge shall set an adequate time limit for a competitor 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.
8.2.10	Official timing begins when the Event Head Judge says "Go" and instructs the contestant to proceed.	8.2.10	Official timing begins when the Event Head Judge says "Go" and instructs the competitor 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.	8.2.11	<b>Official timing stops when a competitor 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 no longer in contact with the tree. (2016)</b>
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. A contestant will be called to the ground by the Event Head Judge if the time limit elapses or safety standards are violated.	8.2.12	If a competitor does not complete the climb within the time limit, the score received to that point is used as the competitor's score. A competitor will be called to the ground by the Event Head Judge if the time limit elapses or safety standards are violated.
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.	8.2.13	If a competitor 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.	8.2.14	<b>The event is timed as a means of assessing overall productivity. Preliminary ranking will count as a tiebreaker in the case of identical scores. If preliminary rankings are identical, Masters time is the final tiebreaker. (2016)</b>
8.2.15	Previously installed climbing lines are not permitted in this event.	8.2.15	Previously installed climbing lines are not permitted in this event.
8.2.16	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 attempt worth 2 points. Additional throw attempts will receive 0 points. If more than one access line or climbing line is set by the contestant, points for installing the throwline will only be awarded for the first access or climbing line set.	8.2.16	A competitor receives 10 points for installing the throwline on the first attempt. Each throw attempt thereafter will be worth 2 points less, with the fifth attempt worth 2 points. Additional throw attempts will receive 0 points. If more than one access line or climbing line is set by the competitor, points for installing the throwline will only be awarded for the first access or climbing line set.
8.2.17	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.	8.2.17	The tree is divided into five sections for scoring the setting of the throwline in the tree. A competitor receives 1 point for installing the throwline in the lowest section and 5 points for the highest section. A competitor who utilizes more than five throws to install a throwline receives no height points.
8.2.18	Contestants shall issue the audible warning, "stand clear," and receive confirmation of "all clear" from the Event 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. Failure to issue audible warnings will result in a 1-point deduction for each infraction of this rule. Two 1-point audible penalty warnings will be issued. The third offense will result in a disqualification. (2015)	8.2.18	Competitors shall issue the audible warning, "stand clear," and receive confirmation of "all clear" from the Event 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. Failure to issue audible warnings will result in a 1-point deduction for each infraction of this rule. Two 1-point audible penalty warnings will be issued. The third offense will result in a disqualification. (2015)
8.2.19	If a contestant's throwline with weight attached leaves 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.	8.2.19	If a competitor's throwline with weight attached leaves 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.	8.2.20	A competitor 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 competitor who utilizes more than five throws to install a throwline may receive bonus points if applicable.
8.2.21	Each contestant may choose the route and order in which to approach the work stations.	8.2.21	Each competitor may choose the route and order in which to approach the work stations.



8.2.22	At each station, a contestant should demonstrate the ability to work freely with both hands. (2015)	8.2.22	At each station, a competitor should demonstrate the ability to work freely with both hands. (2015)
8.2.23	<p>A contestant is awarded up to 10 points for successfully completing each of the following activities:</p> <p>a. Hand-bell Stations: Contestant is required to ring bell with a handsaw.</p> <p>b. Limb Toss Station: Contestant is required to first ring bell and then to throw a limb at a designated target. If unsuccessful, a contestant may throw a second or third limb. Only one throw will be scored. No points will be awarded if the bell is not rung prior to throwing the limb. See Rule 3.4.1 for limb size and target size specifications.</p> <p>c. Limb Walk Station: Contestant must ring the bell with a handsaw without activating the alarm. This station may also be called the Plumb Bob Station. A weight is suspended from the limb approximately 12 to 36 inches (30.5 to 90.5 centimeters) above the ground. The contestant must 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 the activity at that station.</p> <p>d. No completion points are awarded at stations where a contestant fails to correctly complete the required activity.</p>	8.2.23	<p>A competitor is awarded up to 10 points for successfully completing each of the following activities:</p> <p>a. Handbell Stations: Competitor is required to ring bell with a handsaw.</p> <p>b. Limb Toss Station: Competitor is required to first ring bell and then to throw a limb at a designated target. If unsuccessful, a competitor may throw a second or third limb. Only one throw will be scored. No points will be awarded if the bell is not rung prior to throwing the limb. See Rule 3.4.1 for limb size and target size specifications.</p> <p><b>c. Graduated Plumb Bob Station: Competitor shall ring the bell with a handsaw without touching the predetermined markers. The competitor shall ring the bell with a handsaw without allowing the weight to hit the ground. The graduated height markers will be worth 6, 8, and 10 points. If the weight touches the lowest marker, the competitor does not receive any points for successfully completing the activity (section F on scoresheet) at that station. (2016)</b></p> <p>d. No completion points are awarded at stations where a competitor fails to correctly complete the required activity.</p>
8.2.24	Each contestant is scored on the criteria identified on the official score sheet.	8.2.24	Each competitor is scored on the criteria identified on the official score sheet.
8.2.25	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 (e.g., 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 (e.g., 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.	8.2.25	A competitor will be disqualified for dropping a piece of equipment while working aloft. When the competitor is working on the ground during the official timed period (e.g., 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 competitor who removes equipment (e.g., 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.
<b>8.3 Scoring the Masters' Challenge (up to 300 possible points)</b>		<b>8.3 Scoring the Masters' Challenge (up to 300 possible points)</b>	
8.3.1	There will be either three or five Masters' Challenge judges. When five judges are available, the high and low scores are thrown out, and the remaining three scores are averaged to provide the official score.	8.3.1	There will be either three or five Masters' Challenge judges. When five judges are available, the high and low scores are thrown out, and the remaining three scores are averaged to provide the official score.
8.3.2	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; runs out of time; or is disqualified.	8.3.2	The judges score a competitor's movements from the time the official time begins until the competitor finishes all the work stations, returns to the ground, and successfully removes all equipment installed during the event; runs out of time; or is disqualified.
8.3.3	A contestant receives points only for tasks that were completed within the time limit. If the contestant times out, s/he should receive points in any of the scoring sections even if all of the tasks pertinent to that section have not been completed.	8.3.3	A competitor receives points only for tasks that were completed within the time limit. If the competitor times out, s/he should receive points in any of the scoring sections even if all of the tasks pertinent to that section have not been completed.
8.3.4	Individual score sheets are provided to each of the scoring judges for each of the contestants.	8.3.4	Individual scoresheets are provided to each of the scoring judges for each of the competitor.
8.3.5	Preliminary points do not carry over to the Masters' Challenge. The overall winner of the competition will be the contestant with the highest point total in the Masters' Challenge.	8.3.5	<b>Preliminary points do not carry over to the Masters' Challenge. The overall winner of the competition will be the competitor with the highest point total in the Masters' Challenge. For tiebreakers, see Rule 8.2.14. (2016)</b>

<b>8.4 Penalties</b>		<b>8.4 Penalties</b>	
<b>Mandatory Penalties</b>		<b>Mandatory Penalties</b>	
A contestant will be penalized for the following infractions:		A competitor will be penalized for the following infractions:	
8.4.1 A 20-point deduction will be assessed for failing to retrieve all equipment within the time limit. (2015)		8.4.1 A 20-point deduction will be assessed for failing to retrieve all equipment within the time limit. (2015)	
		8.4.2 1-point penalty for each failure to issue an audible warning before throwing or removing a throw-weight (includes mechanical devices). (see Rule 8.2.18) (2016)	
<b>Discretionary Penalties (determined by Scoring Judges)</b>		<b>Discretionary Penalties (determined by Scoring Judges)</b>	
8.4.2 A contestant can receive up to a 5-point deduction for any of the following: unsafe acts, poor performance, or poor techniques.		8.4.3 A competitor can receive up to a 5-point deduction for any of the following: unsafe acts, poor performance, or poor techniques.	
<b>Discretionary Penalties (determined by Event Head Judge)</b>		<b>Discretionary Penalties (determined by Event Head Judge)</b>	
A 3-point penalty and audible warning will be given for any of the following infractions:		A 3-point penalty and audible warning will be given for any of the following infractions:	
8.4.4 Dangerous uncontrolled swing.		8.4.4 Dangerous uncontrolled swing.	
8.4.5 Failure to maintain a taut climbing system or climbing above the tie-in point.		8.4.5 Failure to maintain a taut climbing system or climbing above the tie-in point.	
8.4.6 High-speed or dangerous movement. (2015)		8.4.6 High-speed or dangerous movement. (2015)	
<b>8.5 Disqualification</b>		<b>8.5 Disqualification</b>	
<b>Mandatory Disqualification</b>		<b>Mandatory Disqualification</b>	
A contestant will be disqualified for the following infractions:		A competitor will be disqualified for the following infractions:	
8.5.1 Dropping a piece of equipment while working aloft. (see Rule 2.2.32).		8.5.1 Dropping a piece of equipment while working aloft (see Rule 2.2.32).	
8.5.2 Failure to remain tied-in to the tree on at least one point of attachment.		8.5.2 Failure to remain tied-in to the tree on at least one point of attachment.	
8.5.3 Failure to issue an audible warning (third offense) (see Rule 8.2.18). (2015)		8.5.3 Failure to issue an audible warning (third offense) (see Rule 8.2.18). (2015)	
8.5.4 Two throws (throwlines with weights attached or climbing lines) that land outside the flagged area. (2015)		8.5.4 Two throws (throwlines with weights attached or climbing lines) that land outside the flagged area. (2015)	
8.5.5 More than 5 minutes late for event.		8.5.5 More than 5 minutes late for event.	
8.5.6 Misconduct.		8.5.6 Misconduct.	
8.5.7 Leaving the pre-designated area or bringing in equipment from outside the pre-designated area once the official time has begun.		8.5.7 Leaving the pre-designated area or bringing in equipment from outside the pre-designated area once the official time has begun.	
8.5.8 Placing handsaw in the mouth. (2015)		8.5.8 Placing handsaw in the mouth. (2015)	
8.5.9 Breaking of sizeable branch (size to be decided prior to the event, at the Event Head Judge's discretion). (2015)		8.5.9 Breaking of sizeable branch (size to be decided prior to the event, at the Event Head Judge's discretion). (2015)	
8.5.10 A second discretionary penalty (as determined by Event Head Judge). (2015)		8.5.10 A second discretionary penalty (as determined by Event Head Judge). (2015)	
<b>Discretionary Disqualification</b>		<b>(deleted)</b>	
A contestant may be disqualified, at the discretion of the judges, for the following infractions:		<b>(deleted)</b>	
8.5.9 Repeated or dangerous uncontrolled swing.		8.5.9 <b>(deleted)</b>	
8.5.10 Failure to maintain a taut climbing system or climbing above the tie-in point.		8.5.10 <b>(deleted)</b>	
8.5.11 High-speed or dangerous descent.		8.5.11 <b>(deleted)</b>	
8.5.12 Breaking of a sizable branch (branch size to be decided prior to the event).		8.5.12 <b>(deleted)</b>	
8.5.13 Unsafe techniques while installing or removing equipment from the tree. (2015)		8.5.13 <b>(deleted)</b>	
<b>8.6 Potential Bonuses</b>		<b>8.6 Potential Bonuses</b>	
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):		A competitor 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):	
• Overall demonstration of skill, style, and presentation throughout the climb.		• Overall demonstration of skill, style, and presentation throughout the climb.	
• Use of innovative techniques and equipment.		• Use of innovative techniques and equipment.	
8.6.1 • Overall demonstration of safe work practices and techniques, including visual tree assessment.		8.6.1 • Overall demonstration of safe work practices and techniques, including visual tree assessment.	

**2015**

**2016**

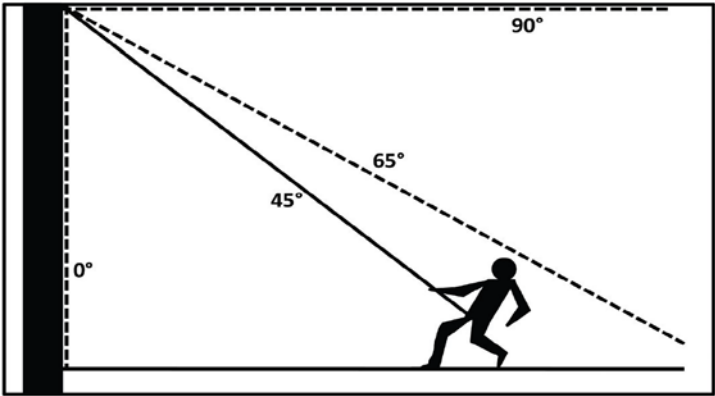
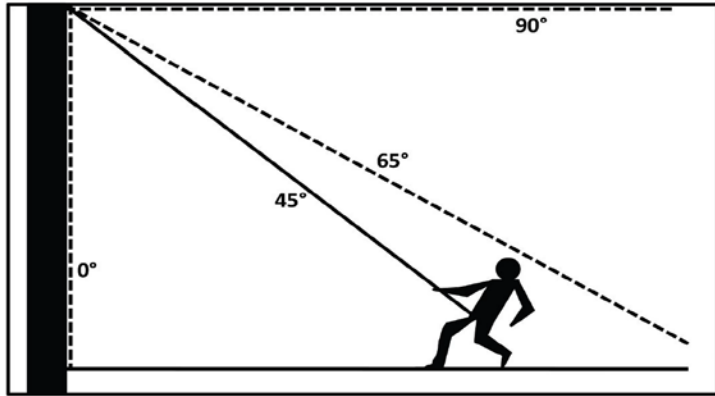
	<b>APPENDIX 1</b>		<b>APPENDIX 1</b>
	<b>World-Record Attempt for Secured Footlock</b>		<b>World-Record Attempt for Secured Footlock</b>
	<p>The following criteria must be met in order for a chapter or other group to sponsor a Secured Footlock event for the purposes of setting a new world record.</p> <ol style="list-style-type: none"> <li>1. A current member of an ITCC Committee (Rules, Operations, Technical Advisory, ETCC/NATCC/APTCC) serves as an independent judge.</li> <li>2. The chapter or associate organization undertaking the attempt must arrange for an appropriate ITCC committee member to be present and pay all associated costs.</li> <li>3. All equipment used by the climbers and officials must satisfy the requirements listed in the current ITCC rules and regulations.</li> <li>4. The rules for the Secured Footlock event (ITCC rules 7.1 - 7.5.4) must be followed.</li> </ol> <p>5. 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 will be added together and an average time recorded. The three manual times recorded must have no more than 50/100ths of a second difference between the fastest and slowest time to qualify for recording. If times fall outside this range, no world record time can be recorded.</p> <p>6. 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 have no more than 50/100ths of a second difference between the fastest and slowest time to qualify for recording. If times fall outside this range, no world record time can be recorded.</p> <p>7. A world record time will not be considered official until the request for validation form (attached) has been completed, returned to the ITCC staff liaison at ISA headquarters, and signed by the ITCC Committee Chair.</p>		<p>The following criteria shall 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.</p> <ol style="list-style-type: none"> <li>1. A current member of an ITCC Committee (Rules, Operations, Technical, ETCC/NATCC/APTCC) serves as an independent judge.</li> <li>2. The chapter or associate organization undertaking the attempt shall arrange for an appropriate ITCC committee member to be present and pay all associated costs.</li> <li>3. All equipment used by the climbers and officials shall satisfy the requirements listed in the current ITCC rules and regulations.</li> <li>4. The rules for the Secured Footlock event shall be followed (see Rules 7.1–7.5.4).</li> </ol> <p>5. When electronic timing is used, an additional three manual timings by stopwatch shall be taken as a backup in case of failure of the electronic timing device. If the electronic device fails, the three manual times will be added together and an average time recorded. The three manual times recorded shall have no more than 50/100ths of a second difference between the fastest and slowest time to qualify for recording. If times fall outside this range, no world record time can be recorded.</p> <p>6. When only manual timing is used, five stopwatches shall 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 shall have no more than 50/100ths of a second difference between the fastest and slowest time to qualify for recording. If times fall outside this range, no world record time can be recorded.</p> <p>7. A world record time will not be considered official until the request for validation form (attached) has been completed, returned to the ITCC staff liaison at ISA headquarters, and signed by the ITCC Committee Chair.</p>

<b>APPENDIX 2</b>		<b>APPENDIX 2</b>	
<b>ITCC Head-To-Head Secured Footlock</b>		<b>ITCC Head-To-Head Secured Footlock</b>	
<b>Event Summary</b>		<b>Event Summary</b>	
<p>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.</p> <p>Up to eighteen climbers (no more than 12 may be men) compete in the Head-to-Head Secured Footlock. The climbers are those who scored in the top places at the previous day's Secured Footlock. If the top finishers from the Secured Footlock do not wish to compete in the Head-to-Head Secured Footlock, the position will be offered to the next-fastest climber, and so on.</p> <p>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 height is 15 meters (49 feet, 2.5 inches) for both the men's and women's events. A height of 12 meters (39 feet, 4.5 inches) may be used for both the men's and women's events at Chapter level if height constraints are an issue. Mechanical ascenders may not be used. The event is timed, and the contestant with the fastest time wins.</p> <p>In the Head-to-Head Secured Footlock, two climbers compete at a time on separate climbing systems, with separate timing systems in use.</p> <p>All equipment used by the climbers and officials must satisfy the requirements listed the current ITCC rules and regulations.</p> <p>The rules for the Secured Footlock event (ITCC rules section 7.2.1–7.2.17, 7.3.1, and 7.4.1–7.5.4.) must be followed.</p> <p>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 will be added together and an average time recorded. The three manual times recorded must have no more than 50/100ths of a second difference between the fastest and slowest time to qualify for recording. If times fall outside this range, no world record time can be recorded.</p> <p>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 have no more than 50/100ths of a second difference between the fastest and slowest time to qualify for recording. If times fall outside this range, no world record time can be recorded.</p> <p>If all requirements of Appendix 1 (World-Record Attempt for Secured Footlock) are met, times will be recorded as world records.</p>		<p>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.</p> <p>Up to eighteen climbers (no more than 12 may be men) compete in the Head-to-Head Secured Footlock. The climbers are those who scored in the top places at the previous day's Secured Footlock. If the top finishers from the Secured Footlock do not wish to compete in the Head-to-Head Secured Footlock, the position will be offered to the next-fastest climber, and so on.</p> <p>The Secured Footlock measures a competitor'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 height is 15 meters (49 feet, 2.5 inches) for both the men's and women's events. A height of 12 meters (39 feet, 4.5 inches) may be used for both the men's and women's events at Chapter level if height constraints are an issue. Mechanical ascenders may not be used. The event is timed, and the competitor with the fastest time wins.</p> <p>In the Head-to-Head Secured Footlock, two climbers compete at a time on separate climbing systems, with separate timing systems in use.</p> <p>All equipment used by the climbers and officials shall satisfy the requirements listed the current ITCC rules and regulations.</p> <p>Rules 7.2.1 –7.2.17, 7.3.1, and 7.4.1–7.5.4.) from the Secured Footlock Event shall be followed.</p> <p>When electronic timing is used, an additional three manual timings by stopwatch shall be taken as a backup in case of failure of the electronic timing device. If the electronic device fails, the three manual times will be added together and an average time recorded. The three manual times recorded shall have no more than 50/100ths of a second difference between the fastest and slowest time to qualify for recording. If times fall outside this range, no world record time can be recorded.</p> <p>When only manual timing is used, five stopwatches shall 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 shall have no more than 50/100ths of a second difference between the fastest and slowest time to qualify for recording. If times fall outside this range, no world record time can be recorded.</p> <p>If all requirements of Appendix 1 (World-Record Attempt for Secured Footlock) are met, times will be recorded as world records.</p>	

<b>APPENDIX 3</b>		<b>APPENDIX 3</b>	
<b>Aerial Rescue</b>		<b>Aerial Rescue</b>	
<b>Event Scenario Examples</b>		<b>Event Scenario Examples</b>	
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 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.	
<p>The following are examples of possible Aerial Rescue event scenarios:</p> <p><u>Example #1</u> – 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.</p> <p><u>Example #2</u> – 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.</p> <p><u>Example #3</u> – 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.</p>		<p>The following are examples of possible Aerial Rescue event scenarios:</p> <p><u>Example #1</u> – 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.</p> <p><u>Example #2</u> – 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.</p> <p><u>Example #3</u> – 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.</p>	

<b>APPENDIX 4</b>		<b>APPENDIX 4</b>	
<b>Guidelines for divisions with One or Two Competitors</b>		<b>Guidelines for divisions with One or Two Competitors</b>	
<p>In the event that there are only one or two competitors in a division (male or female) at the chapter level, the potential climber representative shall be deemed to be eligible to compete at ITCC if s/he meets the criteria listed below during the chapter competition.</p> <p>In the event that there are three or more climbers at the chapter level (in either division), the criteria below do not apply.</p> <ul style="list-style-type: none"> <li>• Competitor must attempt each of the five preliminary events</li> <li>• Competitor must score points in three of the five events</li> <li>• Competitor must successfully complete at least two stations in the work climb (excluding the landing station) before time runs out, then descend to the ground in a controlled manner and detach from their climbing system thus demonstrating an ability to safely move through the tree.</li> <li>• Competitor must attempt a Masters’ Challenge climb and must at the minimum set a climbable line, enter the tree, and reach one station before timing out.</li> </ul> <p>When there are three or more competitors the winner shall be determined by points alone. Provided s/he can demonstrate the ability to compete safely, the climber with the most points shall be deemed eligible for ITCC regardless of the level of skill demonstrated.</p> <p>The intention of these criteria is to provide any serious competitor, regardless of his or her degree of experience or time in the field, with an opportunity to rise to the challenge of competing at the international level.</p>		<p>In the event that there are only one or two competitors in a division (male or female) at the chapter level, the potential climber representative shall be deemed to be eligible to compete at ITCC if s/he meets the criteria listed below during the chapter competition.</p> <p>In the event that there are three or more climbers at the chapter level (in either division), the criteria below do not apply.</p> <ul style="list-style-type: none"> <li>• Competitor shall attempt each of the five preliminary events</li> <li>• Competitor shall score points in three of the five events</li> <li>• Competitor shall successfully complete at least two stations in the work climb (excluding the landing station) before time runs out, then descend to the ground in a controlled manner and detach from their climbing system thus demonstrating an ability to safely move through the tree.</li> <li>• Competitor shall attempt a Masters’ Challenge climb and, at the minimum set a climbable line, enter the tree, and reach one station before timing out.</li> </ul> <p>When there are three or more competitors the winner shall be determined by points alone. Provided s/he can demonstrate the ability to compete safely, the climber with the most points shall be deemed eligible for ITCC regardless of the level of skill demonstrated.</p> <p>The intention of these criteria is to provide any serious competitor, regardless of his or her degree of experience or time in the field, with an opportunity to rise to the challenge of competing at the international level.</p>	

	<b>APPENDIX 5</b>		<b>APPENDIX 5</b>
	<b>DEFINITIONS</b>		<b>DEFINITIONS</b>
	<p><b>Moving Rope System (see Rule 2.2.20 below)</b> A fall protection system in which the rope adjustment device advances along a moving line. Doubled rope technique (Drdt) or running rope systems are examples of Moving Rope Systems (contrast with Stationary Rope System).</p>		<p><b>Moving Rope System (see Rule 2.2.20 below)</b> A fall protection system in which the rope adjustment device advances along a moving line. Doubled rope technique (Drdt) or running rope systems are examples of Moving Rope Systems (contrast with Stationary Rope System).</p>
	<p><b>Stationary Rope System (see Rule 2.2.20 below)</b> A fall protection system in which the rope adjustment device moves along a stationary working line (contrast with Moving Rope System).</p>		<p><b>Stationary Rope System (see Rule 2.2.20 below)</b> A fall protection system in which the rope adjustment device moves along a stationary working line (contrast with Moving Rope System).</p>
2.2.20	<p>Lines used for work positioning when using a moving rope system shall be a minimum of 11mm diameter and shall have a minimum breaking strength of 22kn. Ropes used for ascending and stationary rope systems shall be a minimum of 10mm in diameter and shall have a minimum breaking strength of 22kn. When using stationary rope systems the contestant shall use a device that meets the criteria indicated in 2.2.1 and is approved by the manufacturer for stationary rope systems as a stand-alone device. The device shall also be compatible for use with the line's diameter and construction.</p>	2.2.20	<p>Lines used for work positioning when using a Moving Rope System shall be a minimum of 11mm diameter and shall have a minimum breaking strength of 22kN. Ropes used for ascending and Stationary Rope Systems shall be a minimum of 10mm in diameter and shall have a minimum breaking strength of 22kN. When using Stationary Rope Systems, the competitor shall use a device that meets the criteria indicated in Rule 2.2.1 and is approved by the manufacturer for Stationary Rope Systems as a stand-alone device. The device shall also be compatible for use with the line's diameter and construction.</p>

<p style="text-align: center;"><b>APPENDIX 6</b></p>	<p style="text-align: center;"><b>APPENDIX 6</b></p>
<p style="text-align: center;"><b>TREE TECHNICIANS' GUIDE</b></p>	<p style="text-align: center;"><b>TREE TECHNICIANS' GUIDE</b></p>
<p>The following information is to be relayed to the Event Head Judge, Event Head Technicians, and Scoring Judge on the ground by radio:</p> <ul style="list-style-type: none"> <li>• Proof loading of system prior to use during whole climb</li> <li>• Use of lanyard, when it is installed while moving out onto limb</li> <li>• Slack in the line</li> <li>• Line angle during limb walk</li> <li>• Dangerous actions</li> </ul> <p>Further information shall only be transmitted upon demand from the ground.</p> <p>Please try to be consistent in the way you communicate the information between competitors. Transmit facts, not opinion. Keep it short and concise.</p> <p><b>Pass on the information when the climber passes the point where any part of his/her work-positioning system is at 45° from the vertical.</b></p>	<p>The following information is to be relayed to the Event Head Judge, Event Head Technicians, and Scoring Judge on the ground by radio:</p> <ul style="list-style-type: none"> <li>• Proof loading of system prior to use during whole climb</li> <li>• Use of lanyard, when it is installed while moving out onto limb</li> <li>• Slack in the line</li> <li>• Line angle during limb walk</li> <li>• Dangerous actions</li> </ul> <p>Further information shall only be transmitted upon demand from the ground.</p> <p>Please try to be consistent in the way you communicate the information between competitors. Transmit facts, not opinion. Keep it short and concise.</p> <p><b>Pass on the information when the climber passes the point where any part of his/her work-positioning system is at 45° from the vertical.</b></p>
	
<p style="text-align: center;"><b>APPENDIX 7</b></p>	<p style="text-align: center;"><b>APPENDIX 7</b></p>
<p style="text-align: center;"><b>Scoresheets</b></p>	<p style="text-align: center;"><b>Score Sheets and Judges' Quick Reference Guides</b></p>
	<p><b>The Judges' Quick Reference Guides (QRG) are a new addition for 2016. The QRGs are intended to be used as both training for new judges, as well as a reference throughout the competition. They are NOT a substitute to the Rule Book.</b></p> <p><b>Prior to the start of setup of a competition, judges and technicians can refer to the QRG to see if there are any changes to setup, per rule changes.</b></p> <p><b>Once the scoring and judging teams are formed the group can use the QRGs to review new rules.</b></p> <p><b>Any queries about new rules or the use of the scoresheets shall be addressed with the Rules Chair, Head Judge and/or the Head Scorer. It is the responsibility of all judges and scorers to be completely familiar with the rules pertaining to their event.</b></p> <p><b>During the event, the QRGs can be printed and adhered to the fronts of clipboards for constant reference by judges, for penalties and disqualifications, landing specifications (Work Climb), and discretionary judging guidance (Masters' Challenge).</b></p>