



17-18 May 2024, Westonbirt Arboretum

### Work Climb Rules (under ISA Rules)

Excerpt for work climb (February 2024) - amended for ARB Show Open 2024

#### **WORK CLIMB EVENT**

### 3.1 Event Summary

The Work Climb Event tests the competitor's ability to move throughout the tree using approved tree climbing equipment. The event setup is the same for all competitors. Each competitor starts from a staging area in the tree and is required to visit five workstations 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.

Points are scored by successfully completing the tasks described at each station and ringing the bell (or sounding the horn) with either a handsaw, pole pruner, or hand, as indicated. At certain stations, additional/bonus points can be earned. 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. A competitor can be penalized for unsafe or uncontrolled acts at the discretion of the Event Head Judge. The Event Head Judge shall issue an audible warning to the competitor should this occur. A second unsafe or uncontrolled act may result in disqualification.

The time limit for this event will be determined during the set up period.

#### 3.2 Work Climb Rules

3.2.1 Each competitor shall be equipped with, and use:

- an approved climbing-style helmet,
- · approved eye protection,
- · an approved tree-climbing harness,
- an approved (work-positioning) lanyard,
- · two approved climbing lines,
- appropriate clothing and footwear, and
- an approved handsaw and scabbard.
- 3.2.2 All equipment and practices shall satisfy applicable industry safety standards and ITCC Rules.
- 3.2.3 The competitor's climbing lines are set in predetermined tie-in points. The same tie-in points are to be used by all competitors.

Competitors may choose their own route and climbing line placement through the workstations unless otherwise directed by the Event Head Judge, and all competitors shall finish with the landing station.

- 3.2.4 Once a competitor has been identified to the judges, the competitor is asked if there are any clarifications or questions and is reminded of the event requirements.
- 3.2.5 The judges start the clock when a competitor signals to the judges by ringing the bell (or sounding the horn) with their hand. The judges stop the time when a competitor has safely landed, is in a standing position, and has fully disconnected the climbing lines and climbing hitches from the tree-climbing harness.





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3.2.6 Competitors shall be safely tied in with a minimum of two climbing lines and/or a climbing line and a work-positioning lanyard, at all times while in the tree. While at each workstation (handsaw, limb toss, pole pruner, and limb walk), the competitor shall be safely tied in with at least one climbing line and shall be correctly secured with a work-positioning lanyard before ringing the bell (see Rule 2.3.26). A competitor who breaks this rule will receive an audible warning from the Event Head Judge and a 3point penalty. A second failure to use the workpositioning lanyard correctly will result in disqualification. Competitors are not required to lanyard in prior to ringing the bell (or sounding the horn) at the landing station.

3.2.7 Competitors shall not break branches (see Rules 3.9.10 and 3.10.3).

#### 3.3 The Handsaw Station

At the handsaw station, the competitor will ring the bell.

3.3.1 To complete the task at this station, the competitor shall, in order:

- 1st-Lanyard in
- 2nd-Call an audible warning (i.e., "Stand Clear") prior to ringing the bell
- 3rd-Ring the bell with their handsaw

To earn maximum scoring points, the competitor shall also:

- Use their lanyard correctly
- Ring the bell with two hands on the handsaw before continuing to the next station

#### 3.4 The Limb Toss Station

At the limb toss station, competitors have (2) individual attempts to land a section of a limb into a target at ground level. The limb sections shall be approximately 30 cm (12 in) long, have a diameter of approximately 5 cm (2 in), and weigh approximately 450 g (16 oz). The diameter of the target on the ground shall be 75 to 125 cm (30 to 48 in).

Audible warnings shall be given prior to each throw.

3.4.1 To complete the task at this station, the competitor shall, in order:

- 1st-Lanyard in
- 2nd-Call for an audible warning (i.e., "Stand Clear") prior to ringing the bell
- 3rd-Ring the bell with their handsaw

To earn maximum scoring points, the competitor shall also:

- Use their lanyard correctly
- Ring the bell with two hands on the handsaw, prior to throwing the first limb at the target on the ground
- Hit the target on the first throw
- 3.4.2 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.
- 3.4.3 A competitor receives 3 points if the limb lands and remains fully within the target on the first throw. The limb shall not bounce into the target.
- 3.4.4 If unsuccessful with the first attempt, a competitor may throw a second time and will receive 2 points if the limb lands and remains





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3.4.5 If a competitor misses on the second throw, no throwing points are received.

#### 3.5 The Pole Pruner Station

At the pole pruner station, a pole is suspended from the tree (with the working end clearly identified).

3.5.1 To complete the task at this station, the competitor shall, in order:

- 1st -Lanyard in
- 2nd-Call an audible warning (i.e., "Stand Clear") prior to ringing the bell
- 3rd-Ring the bell with two hands on the pole pruner

To earn maximum scoring points, the competitor shall also:

- Use their lanyard correctly
- Use the working end of the pole pruner
- Ring the bell with two hands on the pole pruner
- · Correctly rehang the pole pruner

3.5.2 The Event Head Judge shall instruct the competitor to rehang the pole pruner correctly before they move on (if they have not done so) and time will continue.

### 3.6 The Limb Walk Station

At the limb walk station, a plumb bob is set to measure branch movement. If a competitor successfully completes the task without causing excessive branch movement, 2, 4, or 6 additional points are awarded, based on predetermined marks.

Competitors shall walk on, and maintain a minimum of one foot in contact with, the limb at all times. If a competitor loses control and falls, or swings from the limb, they shall return to the last point of contact before proceeding. The Event Head Judge will determine the last point of contact.

3.6.1 To complete the task at this station, the competitor shall, in order:

- 1st-Start the station by touching the predetermined mark\* on the limb with at least one foot
- 2nd-Walk out on the limb
- 3rd-Lanyard in
- 4th-Call an audible warning (i.e., "Stand Clear") prior to ringing the bell
- 5th-Ring the bell with their handsaw
- 6th-Walk back to and touch the predetermined mark\*

To earn maximum scoring points, the competitor shall also:

- Use their lanyard correctly
- Ring the bell with two hands on the handsaw
- Complete the task without excessive movement of the plumb bob

\*The predetermined mark shall be a minimum of 30 cm (12 in) wide.

### 3.7 The Landing Station

At the landing station, the target for landing shall be 2 m (6.56 ft) in diameter. Comprised of an outer ring and an inner ring of 1 m (3.28 ft) in diameter.





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- 3.7.1 To complete the task at this station, the competitor shall, in order:
  - 1st-Call an audible warning (i.e., "Stand Clear") prior to ringing the bell/horn
  - 2nd-Sound the bell/horn with their hand
  - 3rd-Land and remain standing upright

To earn maximum scoring points, the competitor shall also:

Land and remain with both feet inside the inner ring of the target

The competitor is not required to lanyard in prior to sounding the bell/horn by hand.

- 3.7.2 A competitor who does not land and remain in a standing position (i.e., falls during landing or touches the ground with any part of the body other than feet) will not receive the 3 scoring points for landing and remaining standing up.
- 3.7.3 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 0 points.)
- 3.7.4 Time stops when a competitor has landed, is in a standing position, and has fully disconnected the climbing lines and climbing hitches from the harness.
- 3.7.5 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.
- 3.7.6 A mark is placed on the tree to identify the start of the landing zone. A competitor who touches the tree below that mark or any other

objects below the mark will be deemed to have landed and will receive no landing (target) points for that station. In such cases, the competitor will also not receive 3 points for landing with only feet touching the ground.

## 3.8 Scoring the Work Climb (80 possible points)

- 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 Up to 50 points can be earned for this event based on judges' scoring, and up to 30 points can be earned for time.
- 3.8.3 No scoring points are awarded for any task not completed correctly. To receive scoring points at any of the workstations, competitors shall complete all tasks as outlined in Rules 3.3.1, 3.4.1, 3.5.1, 3.6.1, and 3.7.1.
- 3.8.4 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, failure to use two hands on the pole pruner, and failure to rehang the pole properly.
- 3.8.5 Judges award discretionary points at each station based on performance. Points are earned for fair, good, or exceptional performance. No points are earned for unsafe or below-average performance.
- 3.8.6 The competitor with the fastest time earns 30 points.





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- 3.8.7 Other competitors receive a 1-point deduction from the 30-point total for every 10 seconds their time exceeds the fastest time.
- 3.8.8 If a competitor reaches the time limit and has not finished the event or rung the bell at each workstation, they 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.
- 3.8.9 In case of a tie, the competitor with the fastest time wins.

### 3.9 Penalties

### **Mandatory Penalties**

A 3-point penalty and audible warning will be given by the Event Head Judge for each of the following infractions:

- 3.9.1 Failure to use the work-positioning lanyard correctly when required
- 3.9.2 Failure to issue an audible warning
- 3.9.3 Failure to use the working end of the pole pruner to ring the bell
- 3.9.4 Failure to properly rehang the pole pruner
- 3.9.5 Failure to use two hands on the pole pruner

### **Discretionary Penalties**

A 3-point penalty and audible warning will be given by the Event Head Judge for any of the following (unless otherwise specified):

3.9.6 Dangerous or uncontrolled movement

- 3.9.7 Failure to maintain a taut climbing system or climbing above the tie-in point
- 3.9.8 Unsportinglike conduct (see Rule 1.2.1)
- 3.9.9 Unsafe act (see Rule 1.2.3)

### Penalty for Breaking a Limb

3.9.10 Breaking a limb within the diameter range designated by the Event Head Judge prior to the beginning of the competition will result in a 1-point penalty. Up to two 1-point penalties will be allowed, unless it is determined by the Event Head Judge that the break was not due to unnecessary force applied to the limb. A third broken limb within the specified diameter range will result in disqualification. (See Rule 1.3.1.)

### 3.10 Disqualification

#### **Mandatory Disqualifications**

A competitor will be disqualified by the Event Head Judge for the following infractions:

- 3.10.1 Dropping a piece of equipment while working aloft
- 3.10.2 Any piece of equipment left in the tree except the preinstalled climbing lines
- 3.10.3 Breaking a limb larger than the predetermined maximum size, unless it is determined by the Event Head Judge that the break was not due to unnecessary force applied to the limb





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3.10.4	Failure to remain secured to the tree on at least two points of
	attachment
3.10.5	Being more than 5 minutes late for
	the event
3.10.6	Placing handsaw in the mouth
3.10.7	Misconduct (see Rule 1.2)
3.10.8	A second discretionary penalty
3.10.9	A second failure to use a work-
	positioning lanyard when required
3.10.10	A second failure to issue an audible
	warning
3.10.11	Failure to be equipped with all
	required equipment once the event
	time has started, per Rule 1.1.9

Ends.