



Student Career Days 2018 Skills Competition Rules and Regulations

General Information

The Student Career Days competition is open to all students enrolled at least half time in both collegiate and non-collegiate programs in Arboriculture, Urban Forestry, Ornamental Horticulture or other related field. Half time enrollment means you are currently carrying 6 credits or 2 courses as an undergraduate, or 4 credits or 1 course as a graduate student. Your instructor/advisor can attest to this or if attending EXPO solo, you must have a valid student ID and documentation of the courses.

The competition is divided into four categories: **Male and Female High School/Vocational Challenge** and **Male and Female Collegiate Challenge**. Competitors from non-collegiate training programs will enter the High School/Vocational Challenge; competitors from collegiate programs will enter the Collegiate Challenge. No competitor can enter multiple competition levels. Awards will be presented to winners of each event.

Students in any of the skills events must:

- furnish their own equipment (all equipment must meet ANSI Z133 Standards for selection and condition; students without their own Z133 approved equipment will not be allowed to participate).
- have previously demonstrated competence for the skills in which they plan to compete.
- sign a waiver of liability.

Work Climb Competition

Overview

This event is based on points: the climber with the highest adjusted point total will be considered the overall winner of the event. This event will measure the contestant's overall ability and proficiency in completing a work climb that includes work stations staggered throughout the tree.

The climber will begin the work climb tied-in at a predetermined point in the tree. Each station will have a bell that must be rung to signify completion. Completion of each station can result in up to a 30-point award (24 possible points for control of movement, rope control, use of safety procedures and equipment, and correctly completing station with an additional six possible bonus points for posture, balance, efficiency, and style). A minimum of three stations will be set.

After completing the work stations, or when time has expired, the climber will descend the tree. As long as time has not expired, up to 10 descent points can be awarded for the climber's descent. Descent points are awarded based on the descent path, proper descent speed, smooth descent, balanced landing, and rope control throughout descent. See rules for point deductions that can be assessed when improper techniques are used.

Remember, your equipment must meet all ANSI Z133 requirements. If you are unsure about this, ask a judge before your scheduled time slot.



Contestants should be able to demonstrate:

- a knowledge of safety requirements and proper tree climbing techniques; and
- an ability to assess and plan a climbing route.

Stations and Descent

- **Hand Saw:** Climbers must reach the work station, lanyard-in, and ring the bell with their handsaw. If a climber rings the bell with anything other than the hand saw, the station will not be considered completed and station and bonus points will not be awarded.
- **Pole Saw:** Climbers must reach the work station, lanyard-in, unclip the positioned pole saw, ring the bell with the pole saw, and reposition the pole saw. If a climber rings the bell with anything other than the pole saw, the station will not be considered completed and station and bonus points will not be awarded.
- **Limb Walk:** Climbers must traverse the designated limb in order to reach the work station and ring the bell with their hand saw. If a climber rings the bell with anything other than the hand saw, the station will not be considered completed and station and bonus points will not be awarded.

The whole procedure, including the second leg of the limb walk - returning to the trunk of the tree - must be completed without the plumb bob hitting the ground. This procedure tests the climber's balance and agility aloft, as well as ability to remain stable while using equipment. If the plumb bob should hit the ground, a six-point penalty (point subtraction) will be applied.

- **Descent:** Climbers must descend from the tree to complete the work climb. Up to 10 descent points will be awarded based on: the planning of the descent, the use of a proper descent speed to avoid rope damage, conducting an overall smooth descent indicating good control of the friction hitch, a balanced landing, and overall good rope control throughout the descent. If time expires before or during the descent points will not be awarded.

Work Climb Rules

1. All equipment and techniques must meet ANSI Z133 requirements. If your equipment fails to meet these requirements, TCIA reserves the right to disqualify it from competition.
2. A pre-set work climb rope will be installed in the tree and must be used by all climbers. A second rope cannot be used by the climber during the work climb.
3. A climber's rope should not be allowed to have enough slack as to fall below the climber's knees. The first offense will result in a verbal warning. A second offense will result in disqualification.
4. The climber's equipment, including PPE, must not be dropped from the tree at any time. The first offense will result in a five-point deduction. A second offense will result in disqualification.
5. A time limit will be placed on this event. At the expiration of the time limit the climber will not be awarded any additional points and will be instructed to descend immediately from the tree.



TCIA reserves the right to set the time limit based on the degree of difficulty of the work climb course.

6. An uncontrolled swing will constitute possible disqualification at the discretion of the judging team.
7. Climbers must negotiate the work climb within their ability. At any point judges can disqualify a climber for hasty or unsafe moves.
8. Climbers must be tied-in at all times while aloft. Failure to do so could result in immediate disqualification, at the discretion of the judging team.
9. Failure to lanyard-in at the hand saw or pole saw station could result in immediate disqualification, at the discretion of the judging team.
10. Climbers must completely descend the tree to complete the work climb.

Belayed Scramble Competition

Overview

This event is based on speed; the contestant with the fastest modified time wins. A pre-installed rope with a friction hitch will be installed in the tree. This rope will be installed in a way that the only practical ascent method will be the body thrust, with the contestant following a predetermined route into the tree. A technician will assist with the belay without actually providing a physical assist to the contestant.

Timing will begin when the contestant's last foot leaves the ground and will end when the contestant rings the bell in the top of the tree. Total possible points for this event will be 20. See *Scoring* for rules on point deductions that can be assessed when improper techniques are used.

Remember your equipment must meet all ANSI Z133 requirements. If you are unsure about this, ask a judge.

Contestants should be able to demonstrate:

- knowledge of safety requirements and proper body thrust methods; and,
- physical agility.

Belayed Scramble Rules

1. All equipment and techniques must meet ANSI Z133 requirements. If your equipment fails to meet these requirements, TCIA reserves the right to disqualify it from competition.
2. A pre-set rope, friction hitch and friction hitch tender will be installed and must be used by all contestants.
3. At no point shall a contestant use the section of the rope that goes from the saddle to the pulley block to aid with the climb. This section of the rope will be marked with tape for identification. The contestant will be disqualified from the event after the first infraction if this section of the rope is used.
4. The contestant may use the section of the climbing line from the top pulley block to the ground to aid the climb, or lines set in the tree exclusively to aid in ascent.
5. After completing the climb, the contestant is responsible for bringing the line back down the tree along the predetermined route to set the course for the next contestant.
6. The contestant must follow the predetermined route and remain tied in or on belay at all times.
7. There is a five-minute time limit in which the contestant must reach and ring the bell.



Scoring

1. The fastest contestant receives a raw score of 20 points. The other contestant's raw scores are calculated by subtracting the fastest contestant's time from theirs. They lose one (1) point for each second slower their time is. For instance, a time 5.25 seconds slower than the fastest receives a raw score of: $20 - 5.25 = 14.75$.
2. Point deductions:
 - a. Uncontrolled swing of more than two feet – 5 points each occurrence
 - b. Dropping any personal item other than equipment (i.e. glove, bandanna, wallet) – 5 points each occurrence
 - c. Dropped equipment, first infraction - 5 points each occurrence
 - d. Other unsafe activity, at the judge's discretion – 5 points each occurrence.
3. Grounds for automatic disqualification (DQ):
 - a. Dropped equipment (i.e. helmet, carabiner, rope snap, saw, knife, etc.), second infraction
 - b. Failure to remain tied in or on belay
 - c. Timing out
 - d. Grabbing the climbing line between the saddle and block, *second infraction*
 - e. Other highly unsafe activity, at the head judge's discretion

Safety Gear Check

Overview

This exam will test the contestants' ability to distinguish between safe and unsafe climbing and personal protective equipment (PPE). This is a timed event. The contestants will rotate through up to 10 stations. At each station they will inspect the equipment and decide if it is "fit for use." If they answer "no," they will be asked to describe the defect in writing.

Contestants should be prepared to:

- use observational skills to determine quickly and accurately if a piece of equipment, such as a climbing line, helmet, or rope snap is safe for use.
- demonstrate a basic knowledge of ANSI Z133 safety requirements.

Safety Equipment Inspection Rules

1. Contestants will have 30 seconds per station to observe a piece of equipment, and enter a judgment.
2. Failure to answer will be counted as incorrect.
3. Each answer is worth four points, for a possible score of up to 40 points.

Rules for Official Protests

1. Only written protests will be considered. Verbal protests will not be considered.
2. Written protests must be received within one hour of the contested event's termination.
3. Written protests must provide a case citing specific points of contention and specific reasons for a change in the judgment. Supporting evidence for these reasons must be provided.



4. Written protests must be filed with the TCIA's Career Days Competition representative.
5. Written protests filed with TCIA will be responded to promptly.