

## 2012 UMASS TCC Event Descriptions:

### 1. Work Climb:

The work climb event tests a competitor's ability to move safely and in a controlled manor throughout a tree canopy while completing tasks common in the everyday operations of production arboriculture. Competitors must show competency in rope systems for primary life support and work positioning while traversing horizontally and vertically to pre-set work stations. Points are earned by the overall time it takes to complete the pre-set course as well as discretionary points awarded by the judges for style and control.

### 2. Aerial Rescue:

The aerial rescue event is a simulated rescue situation where the competitor must enter the tree canopy from the ground in order to retrieve a life size human dummy suspended in the tree. The event is meant to simulate a situation where a co-worker has been injured and is unable to exit the tree unassisted. The event tests a competitor's ability to enter the tree canopy and safely secure and accompany the dummy to the ground. It also tests a competitor's emergency management and basic first aid skills, a necessary skill set for modern arborists on the job site.

### 3. Secured Footlock:

The secured footlock event tests a competitor's ability to execute a double line footlock ascent of approximately 50 ft in the shortest time possible. Doubleline footlocking is widely used by arborists to enter a trees canopy without the aid of tree climbing spikes. Tree climbing spikes, or gaffs, are harmful

to the vascular cambium of a tree and should only be used if the tree is being removed, not for pruning operations. Competitors earn points based solely on the amount of time it takes them to complete the ascent.

#### 4. Throwline:

The throwline event tests a competitor's ability to accurately secure an approved arborist climbing line over a sturdy limb in the tree from the ground. The competitor throws a small weight attached to nylon string into the canopy and then uses the string to hoist a climbing line into the canopy. Competitors earn points by the speed with which they can complete the task as well as the height of the crotch selected.

#### 5. Speed Climb:

The speed climb event tests a competitor's ability to swiftly ascend the branches of a tree to a height of approximately 40 ft. The competitor is attached to a belay line and climbs the tree in much the same way as young children do, though to a much greater height. Points are earned by the overall time it takes to complete the ascent as well as discretionary points awarded by the judges for style and control. No tree climbing spikes, or gaffs, are used in this event.