

# **Skins Competition**

## **Introduction**

As a method of controlling the number of teams in the scenario competition, a “skins” type elimination competition will be conducted. The skins elimination competition will be held on day one of the competition. The skins events are all very short in duration, and very specific in scope to provide a snap shot of the team’s abilities. These skins events also make excellent small training exercises to develop and maintain skills. The number of skins events, the timing between events, and to some extent the available time for each event will be determined from the number of teams competing. The time limits listed below are indicative only. Final time limits, timing of rounds and the number and final nature of the skins events will be notified to teams on the day. We anticipate the timing of rounds to be at least 15 minutes per round, preferably 20 minutes per round to allow for judging, travel between stands, etc.

Some events are for individuals from, or part of, the team only. The method of selecting the individual or partial team will be announced on the day of the competition. Possible methods of selection are:

- Team selects the individual / part team themselves.
- Judge selects the individual / part team.
- Individual / part team is selected at random (or by some other pseudo random method)

Scoring in general will have 2 components:

1. A Quality Score assigned subjectively by a judge, unless a more objective method of scoring is chosen.
2. A time score (see below). (Note that some events do not have a time score e.g. Rope Throw).

The top scoring 4 or 5 teams will progress through to the scenario competition on day two of the competition. If the total number of teams competing is 6 or 7, only 4 teams will make up the scenario competition. If more than 7 teams are competing, 5 will progress to the scenario competition. If 5 or less teams are competing, all will progress to the scenario competition.

The judge’s decisions are final. Their feedback to you is for your benefit. A judge's score is in most cases subjective and intended to rank teams in order of skill and/or capability. Judges may, at their discretion, revise scores during the team debrief if additional relevant information comes to light about decisions/assumptions made by the team. However, undue pressure applied to a judge to revise a score may incur a penalty for the team. Disputes may be referred to the Chief Judge for adjudication. The practice of judges holding on to previous score sheets (at least for 1 or two rounds) is encouraged to assist them to be consistent when assigning scores.

The range of possible skins events will not be limited to the events listed below. Neither are the organizers bound to include all the events on the list.

## **Time Scoring**

## Vertical Rescue Challenge

The method of time scoring used in the skins competition will be as follows. Times will be recorded on the score sheets by the judge(s). At the end of the competition, points will be allocated to teams from slowest to quickest, at the rate of 2 points per position. E.g. Where no team exceeds the time limit for the event: slowest gets 0 points, second slowest gets 2 points, third slowest gets 4 points, etc. Where a team or teams exceed the time limit, all teams exceeding the time limit will receive 0 points, while the teams inside the time limit will receive 2 x (the number of slower teams) points (i.e. if 8 teams are slower than team A, team A will receive 16 points).

Obviously, no time scores can be assigned to teams until all teams have finished competing for the day.

### Draws

Where two teams draw on the same score, the team with the highest “quality” score will be deemed the winner. If still equal, the decision will be made on a count back of events based on overall scores, then on quality scores.

### Knot Tying (Team Event)

Aim: To promote/demonstrate knot tying proficiency, speed and accuracy.

Scoring is in 2 parts: quality and time.

Time limit: 3 minutes.

Each member of the team is given a length of rope (and where necessary also a tape and/or prusik loop), in which to tie all the knots specified. Each knot must be left tied in the rope. The slowest member of the team determines the time for the team. At the completion of the tying, the judge(s) score the team on the quality of their knots. Where the tape knot and prusik knots are to be tied, a piece of tape and/or prusik cord or loop will be provided.

Knots to be tied shall be 4 selected from:

Figure eight loop around an object

Figure eight on the bight

Alpine Butterfly

Double Fisherman's Knot

Tape Knot

Prusik Knot

Tensionless Hitch

Maximum score per person per knot: 5

Minimum score per person per knot: 0

Maximum quality score = 5 (team members) x 5 points x 4 knots = 100 points.

Judges to start with 5 points per knot, and subtract one point per “defect”. E.g. -1 point if knot is not tight, -1 point for each crossover or instance of poor dressing, -1 point if insufficient tail, etc. If the wrong knot is tied, or the knot is simply not correct or incomplete, the knot scores 0.

### Rope Throw (Individual Event)

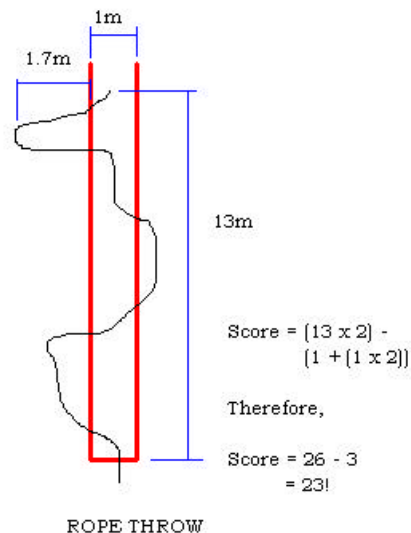
## Vertical Rescue Challenge

Aim: To promote/demonstrate rope throwing, handling and deploying skills.

The object is to throw a rope the maximum distance on flat ground but retaining one end. (Simulating dispatch of a rope for access of some kind). A 50m rope and optional rope bag will be provided. The rope may be deployed by any means chosen by the competitor: bagged, coiled, flaked, heaving knot, etc. provided the motive power propelling the rope is provided directly by the rescuer (no line-throwers, bows, slingshots, etc). Only 1 throw per competitor is permitted. Only one competitor per team is permitted.

Scoring will be on distance and accuracy.

Scoring will be 2 points per whole metre of distance. The target area will be a strip 1 metre wide. Points will be deducted if any part of the rope is outside that strip: one point if outside the strip, and 2 points per whole metre outside the strip. If the rope touches a measurement line, or if there is any doubt as to whether the rope touches the line, the rope is deemed to touch/cross the line. Crossing the throw line (simulating an edge), or losing control of the retained rope end, is a foul and results in a score of 0! Failure to make a throw within 5 minutes of scheduled start



time constitutes a foul.

Maximum score = 100 points.

Minimum score = 0 points.

## Rope Throw (Team Event)

Aim: To promote/demonstrate rope throwing, handling and deploying skills.

As per the Rope Throw Individual Event above, but all team members get 1 attempt each at a rope throw within a time limit of 10 minutes. All throws will be scored, the highest and the lowest scoring throws will be discarded. Hence, if the team only manages to complete 4 throws in the allotted time, their score will only be based on 2 throws not 3!

Ropes may not be recovered from a throw for the next throw until the judge advises that he/she has measured and scored the throw.

## Vertical Rescue Challenge

The object is to throw a rope the maximum distance on flat ground but retaining one end. (Simulating dispatch of a rope for access of some kind). A 50m rope and optional rope bag will be provided. The rope may be deployed by any means chosen by the competitor: bagged, coiled, flaked, heaving knot, etc. provided the motive power propelling the rope is provided directly by the rescuer (no line-throwers, bows, slingshots, etc). Only 1 throw per competitor is permitted.

Scoring will be on distance and accuracy.

Scoring will be 1 points per whole metre of distance (half that for the Individual Event). The target area will be a strip 1 metre wide. Points will be deducted if any part of the rope is outside that strip: one point if outside the strip, and 1 points per whole metre outside the strip. If the rope touches a measurement line, or if there is any doubt as to whether the rope touches the line, the rope is deemed to touch/cross the line. Crossing the throw line (simulating an edge), or losing control of the retained rope end, is a foul and results in a score of 0!

Maximum score = 50m x 1 point/m x 3 members = 150 points.

Minimum score = 0 points.

### Donning Kit (Team Event)

Aim: To promote/demonstrate forward planning, preparedness, and proficiency, recognizing the urgency of response to vertical rescue situations.

Scoring will be in 2 components: quality and time.

Time Limit: 5 minutes.

Team event. Team presents themselves with VM kits in packs. The aim is to don the kit ASAP ready for initial access. Time is determined by the slowest member of the team. Judges will perform a gear check on each member of the team, and score him or her on their readiness.

Teams will be scored on:

Equipment (adequacy, kit complete for all situations?, quality, appropriateness, etc)

Donning/Rigging errors (buckles, krabs, etc)

Preparedness (nothing forgotten/overlooked, rig looks "sorted", etc)

Confidence and competence

Safety

Maximum Quality Score = 5 points x 5 Criteria x 5 team members = 125 points.

### Stretcher Load and Carry (Team Event)

Aim: To promote/demonstrate casualty and stretcher handling skills and teamwork.

Scoring is in 2 components: quality and time.

Time Limit: 7 minutes.



## Vertical Rescue Challenge

Team is presented with a basket stretcher, lashing, and blanket. Team is timed while loading and lashing one member into the stretcher and carrying/passing across an obstacle/distance. The casualty may not assist the team - penalties will be imposed if this occurs. After completing the timed section of the event, the stretcher and casualty will be rotated 360 degrees end for end to prove the security of the lashing/casualty packaging. No injuries will be assumed imposed on the casualty for the event.

Team is judged on:

Casualty communications

Casualty Protection

Stretcher handling

Teamwork

Casualty packaging

Knots and lashing

Safety

Maximum Quality Score = 10 points x 7 Criteria = 70 points.

### Casualty Packaging (Pairs Event)

**Aim:** To promote skills and training in handling and packaging casualties with suspected spinal injuries. To promote inclusion of First Aid as a part of all Vertical Rescue training and operations.

Scoring will be in 2 parts: Quality and Time.

Time limit: 7 minutes.

The team will be presented with a fall victim, therefore, a casualty with suspected spinal injuries. The position the casualty is in may be the same for all teams or may vary at the discretion of the judge to prevent "copy cat" performances. All First Aid procedures up until a secondary assessment have been done, without finding any obvious injuries.

The pair of rescuers must conduct a secondary assessment and package the casualty in a stretcher suitable for transport by vertical rescue system. Injuries or anything unusual found during the secondary assessment must be reported to the judge - no further treatment is required (due to the time constraints - however, during the debrief the judge may ask how you would treat the identified injury(ies)). The team may use the stretcher and method of spinal immobilization of their choice provided it is available (teams may bring their own). Pre-rigging is permitted.

Time will commence when advised by the judge. Time will end when the casualty is packaged in the stretcher ready to transport.

Judging Criteria:

Safety

First Aid

Secondary Assessment

Casualty Communications

Casualty Care

Spinal Immobilization

Teamwork

## Vertical Rescue Challenge

Maximum Score = 7 Criteria x 10 points = 70 Points.

### Open Prusik (Individual Event)

Aim: To promote/demonstrate physical fitness and Vertical Mobility skills.

Scoring is in 2 components: quality and time.

Time limit: 5 minutes.

Timed prusik over a predetermined height. Time to commence after gear check.  
Event may include any or all of a knot pass, changeover or edge negotiation.  
Mechanical ascenders or prusik loops may be used.

The individual will also be judged on the following criteria:

Style/Smoothness  
Efficiency  
Safety  
Confidence/Proficiency  
Technique

Maximum quality score = 5 Criteria x 10 points = 50 points.

### Prusik on Loops (Individual Event)

Aim: To promote/demonstrate physical fitness and Vertical Mobility skills.

Scoring is in 2 components: quality and time.

Time limit: 5 minutes.

Timed prusik over a predetermined height. Time to commence after gear check.  
Event may include any or all of a knot pass, changeover or edge negotiation. Prusik loops only may be used - no mechanical ascenders. Etriers or other software devices are permitted provided the method of attachment to the rope is via a knot.

The individual will also be judged on the following criteria:

Style/Smoothness  
Efficiency  
Safety  
Confidence/Proficiency  
Technique

Maximum quality score = 5 Criteria x 10 points = 50 points.

### Vertical Mobility (Team Event)

Aim: To promote Vertical Mobility training and skills.

Scoring will be on two components: quality and time.

## Vertical Rescue Challenge

Time Limit: 5 minutes.

Team members have one rope each. Team members may all be required to perform the same tasks or each different ones. All Team members will complete their VM tasks simultaneously. The time for the team will be taken from the slowest member. Likely tasks include: prusiking on loops, prusiking on hard ascenders, changeovers, knot passes, negotiating difficult edges (up or down or both), changing ropes, and tyrolean traverses.

Team members may be selected for each task at random, by the judge or by the team themselves. The method of selection will be advised on the day.

Judging Criteria:  
Style/Smoothness  
Efficiency  
Safety  
Confidence/Proficiency  
Technique

Maximum Score = 5 members x 5 Criteria x 5 points = 125 points.

### **Tandem Prusik** (Pairs Event)

Aim: To promote physical fitness, VM skills and experience with improvised rescue techniques.

Scoring will be in two parts: quality and time.

Time limit: 5 minutes.

The tandem prusik is a little used method of performing a single person upwards rescue of an injured prusiker. One team member will be the casualty, attached to the rope by a chest ascender. A rescuer will prusik above the casualty with a cow's tail joining the two, to haul the casualty up the rope. The aim is to raise the casualty between 5 and 10 metres (as directed on the day) within the available time. Time will commence when both rescuer and casualty are on rope in position, but no load on the cowstail between the two.

Judging Criteria:  
Style/Smoothness  
Efficiency  
Safety  
Confidence/Proficiency  
Technique  
Progress/Time

Maximum Score = 6 criteria x 10 points = 60 points.

### **Tyrolean Traverse** (Team Event)

Aim: To promote familiarity with Tyroleans and problems presented in traversing them.

Scoring will be in two parts: quality and time.

## Vertical Rescue Challenge

Time limit: 5 minutes.

The team will be presented with a short span tyrolean (less than 10m span). A second slack line may or may not be provided to assist with the traverse. The whole team must use the tyrolean to cross an imaginary abyss. Only one person at a time may be supported by the tyrolean. The method chosen to cross the tyrolean must be safe - to prove the method as safe, all members must "let go" midspan to demonstrate they cannot fall (this is to eliminate simple hand-over-handing). The tyrolean may be horizontal or inclined.

Judging Criteria:

Safety

Style

Efficiency

Teamwork

Maximum Score = (3 criteria x 5 members x 5points) + (1 criteria x 25 points) = 100 points.

### **Rigging a Reversible Safety/Belay** (Individual Event)

Aim: To promote equipment familiarity and rigging skills.

Scoring is in 2 components: quality and time.

Time limit: 5 minutes.

One member of the team only must rig a reversible safety or belay from its component parts (supplied). The selection of Reversible Safety or Belay may be the same for all teams (preselected), it may be selected by the judge, or by the team. The method of selection will be advised prior to the start of competition. A load line will be provided (already rigged), and there will be a selection of anchors for use. All equipment will be laid out as separate components - **NO PRE-RIGGING IS PERMITTED.**

The equipment provided for the reversible safety will be:

2 karabiners

1 descender

1 ascender

1 rope

1 shock cord

tape/slings

The equipment provided for the belay will be:

2 karabiners

1 belay device

1 rope

tape/slings

The individual will also be judged on:

Safety

Knots

Efficiency/Optimization



## Vertical Rescue Challenge

Equipment familiarity/proficiency

Maximum quality score = 4 criteria x 10 points = 40 points

### Naked Larkin Frame (Pairs Event)

Aim: To promote equipment familiarity with the Larkin Frame, development of pre-assembly protocols and reduced erection time.

Scoring is in 2 components: quality and time.

Time Limit: 5 minutes.

Two team members are presented with a Larkin Frame packed in the Larkin Frame Bag. The two team member are permitted 5 minutes before the event starts to pre-assemble and arrange components in the Larkin Frame bag, however, all components must be fully enclosed (hidden from view) within the bag (with the exception of the long tension members which must be in their exterior pockets) prior to the start of the event. Time is complete when the pair get the Larkin Frame to the point of being ready to rig ropes, with soft feet on, **and the pair declare they are finished!**

The pair will be judged on:

Safety

Method of erection

Equipment Familiarity

Team work

Care of Equipment

Preassembly and Packaging

Maximum quality score = 6 criteria x 10 points = 60 points.

### Larkin Rescue Frame (Team Event)

Aim: To promote skills at selecting an operational line, rigging anchors, pre-rigging of systems and their assembly, familiarity with the Larkin Rescue Frame and teamwork.

Scoring will be in two parts: quality and time.

Time limit: 7 minutes.

The team will be presented with a basket stretcher and lifting bridle, Larkin Rescue Frame, and back guy kit which may be packaged and pre-rigged as the team desires provided all the Larkin Frame is within it's bag, and all the back guy is within its bag. A loadline, reversible safety / or belay (as appropriate to the team's protocol) and haul system will be already rigged with the exception of the "stretcher attendant tie in". The site will have a selection of suitable anchors. The judge will denote a cliff edge and a point at which the load line must cross it. Safety lines and Access Lines are not included. Securing the feet of the Larkin Frame is not included, but selection and use of the appropriate feet for the ground condition is. The Team must erect and position the Larkin Frame, establish and rig the rear guy, redirect the load line if necessary, and luff the litter attendant and stretcher out

## Vertical Rescue Challenge

over the edge. All team members may present themselves to this event wearing their vertical mobility kit.

Time starts when the judge indicated the "edge" and crossing point. Time finishes when the litter attendant is suspended on the Larkin Frame luffed out over the "edge".

Judging Criteria:

Safety

Command and Control

Teamwork

Leadership

Anchor systems

Pre-rigging

Care of Equipment

Equipment Familiarity

Maximum Score = 8 criteria x 10 points = 80 points.

### Rope Bagging (Pairs Event)

Aim: To promote rope handling and bagging skills.

Scoring is in two parts: quality and time.

Time limit: 5 minutes.

The pair is presented with a rope up to 50 metres in length and a bag. They must bag the rope ready for storage and deployment (to feed automatically out of the bag). The rope will be deployed to check the effectiveness of the process used to bag the rope - the rope must feed freely from the bag without knots, kinks or "birdnests".

The pair will be judged on the following:

Safety

Teamwork

Security and Protection

Deployment Effectiveness

Inspection and checks

Maximum quality score = 5 criteria x 10 points = 50 points

### Improvised Harnesses (Team, Pairs or Individual Event)

Aim: To promote familiarity and training with the use of improvised harnesses.

Scoring will be in two parts: quality and time.

Time Limit: 5 minutes.

The team, pair or individual is presented with sufficient tapes and karabiners for improvised chest and/or sit harnesses.

## Vertical Rescue Challenge

Team members, and individuals, must place improvised harnesses on themselves. If a team event, members of the team may assist slower members once their own harness(es) are complete.

The time for the team event will be taken from the slowest member of the team.

For the pairs event, one member of the team must place the improvised harness(es) on one other member of the team. The person being fitted with the harness(es) may assist.

The team (or individual) will be judged on:

Safety

Knots

Fit

Equipment Familiarity

Maximum quality score (Team) = 4 criteria x 5 points x 5 members = 100 points

Maximum quality score (Pairs & Individual) = 4 criteria x 10 points = 40 points

### Limited Equipment MA (Team, Part Team or Individual event)

Aim: To promote familiarity and understanding of MA systems.

Scoring will be in 2 components: quality and time.

Time Limit: 5 minutes.

Each individual is presented with minimal equipment, in component form, to rig a specified mechanical advantage haul system. The individual must rig the haul system specified using only the available equipment. Extreme MA's not used in rescue (e.g. 30:1) are not beyond the scope of this event. An anchor and dummy load will be provided. The team may not assist other members in any way.

Each individual will also be judged on the following criteria:

Safety

Knots

Apparent Understanding of MA systems

Equipment Familiarity

Maximum quality score = 4 criteria x 10 points x (1, 2 or 3 members) = (40, 80 or 120) points.

Maximum quality score = 4 criteria x 5 points x (3, 4 or 5 members) = (60, 80 or 100) points.

### Power Haul (Individual Event)

Aim: To promote physical fitness and the application of haul system MA's.

Scoring will be in 2 components: quality and distance.

Time Limit: 5 minutes.

## Vertical Rescue Challenge

The individual is presented with a standard load rigged to a load line, a suitable anchor, and a selection of equipment to build a bolt on MA. In the time available the individual must select an appropriate MA, build the haul system and haul the load as far as possible.

The standard load will be of the order of 80 kgs ( +/- 20 kgs) and will be simulated using one or more descenders through which the load line will be hauled.

Distance will be scored at the rate of 2 points per whole metre hauled.

Maximum distance score 50m x 2 points/m = 100 points.

The individual will also be scored on the following criteria:

Safety

Knots

Style

Equipment familiarity

Efficiency

Maximum quality score = 5 criteria x 10 points = 50 points.

### Weak Link (Team or Individual Event)

Aim: To promote skills at analyzing systems and finding the weakest link.

Scoring will be in 2 components: quality and time.

The team or individual will be presented with a system or part of a system already rigged, drawn or photographed. The team or individual is to analyze the system to find the weakest link. They should explain their process/reasoning along the way to fellow team members and the judge.

For the individual event, the team may not assist in anyway. No score for teamwork will apply to the individual event.

The team or individual will be scored on the following criteria:

Safety

Equipment Knowledge and familiarity

Method of Analysis

The weak link and it's failure mode (how the weak link will fail).

Teamwork

Maximum quality score (Team) = 5 criteria x 10 points = 50 points

Maximum quality score (individual) = 4 criteria x 10 points = 40 points

### Access and Operational Line (Team Event)

Aim: To promote rapid, safe casualty access, and skills at pre-rigging, rigging anchors, selection of an operational line, and teamwork.

Scoring will be in three parts: quality, time to access and overall time.

Time limit: 7 minutes.

## Vertical Rescue Challenge

The team is presented with a site with a selection of natural and/or man made anchors. The judge will denote a cliff edge, and a point where the load line is to cross it. Team members are permitted to be wearing their personal VM kit at the start and all rope systems may be pre-rigged but must be in bags. An access line must be rigged for the first responder which the first responder uses to “descend” to the casualty. Once the first responder has crossed the edge, he/she is unavailable to assist the rest of the team. The remainder of the team will establish safety line(s), a load line, haul system and either a belay or reversible safety. Edge management/protection is not included but abrasion protection at all other points is.

Time will commence when the judge indicated the "edge" and crossing point. Time ends when the first responder has crossed the edge, the litter attendant has been lowered over the edge, and the system is rigged ready to haul.

The overall time and the time to access will be added together to determine the time scores. i.e if it takes a team 2:14 to access and 6:45 overall, the final time for the team shall be 8:59.

Judging Criteria:

Safety

Teamwork

Leadership

Time to Access

Preparation

Pre-rigging

Efficiency

Anchor Systems

Maximum Score = 8 criteria x 10 points = 80 points.

### Raise and Lower Rigging (Team Event)

Aim: To promote skills in selecting an operational line, rigging anchors and systems, and teamwork.

Scoring will be in two parts: quality and time.

Time limit: 7 minutes.

The team is presented with a selection of natural and/or man-made anchors. The following equipment will be provided: 3 ropes, 2 descenders, 2 ascenders, 1 shock cord, and a selection of pulleys, karabiners and tape. The judge will denote a cliff edge, and a point at which the load line is to cross it. The team is to rig a suitable vertical rescue system for hauling and lowering operations including a load line, a bolt on or Z-rig haul system, and a reversible safety or belay. Safety lines, access lines and edge management are not included. No equipment is allowed to be pre-rigged. Time will end when the system is ready to perform the operation requested by the judge (e.g. load line lower, haul, etc). The team leader must declare when the team has completed rigging.

Judging Criteria:

Safety



## Vertical Rescue Challenge

Teamwork  
Leadership  
Commands  
Anchor Systems  
Knots  
Efficiency  
Elegance  
Operational Line

Maximum Score = 9 criteria x 10 points = 90 points.

### Mid Rope Rescue (Pairs or Individual Event)

Aim: To promote skills in single person mid rope rescues.

Scoring will be in two parts: quality and time.

Time Limit: 7 minutes.

A casualty will be hanging mid rope. The judge will advise scenario (on descender or ascenders). The rescuer must access, extricate and transport the casualty safely to the ground. The casualty may not assist the rescuer in any way other than to follow basic instructions from the rescuer consistent with someone suffering the condition advised by the judge. The rescuer may be required to use either the same rope as the casualty or a second rope. The time will be measured from when the rescuer is attached to the rope, ready for a gear check (but no weight on the rope) until both are off the rope. **The use of knives is forbidden in this skins event.** For the pairs event, the second member of the pair shall be the casualty. For the individual event, an independent casualty shall be used.

Judging Criteria:

Safety  
Casualty Communications  
Casualty Care  
Efficiency  
Technique

Maximum Score = 5 criteria x 20 points = 100 points.

### Cut Away (Pairs or Individual Event)

Aim: To promote safety and skill at performing cut away rescues.

Scoring will be in 2 parts: Quality and Time.

Time limit: 7 minutes.

The rescuer will be presented with a casualty hanging in a harness. A small sling of cord or tape will be included as the sacrificial link for the cut away. The rescuer must rig an access line, access the casualty from above, and perform the cut away in a safe manner with all due care for the casualty. Pre-rigging is permitted. The rescuer may be wearing their vertical mobility kit prior to start. In the pairs event, the second member of the pair will be the casualty.

## Vertical Rescue Challenge

Time will start when indicated by the judge, and will end when both casualty and rescuer are safely on the ground and detached from the rope.

Judging Criteria:

Safety  
Casualty Communications  
Casualty Care  
Efficiency  
Technique

Maximum Score = 5 criteria x 20 points = 100 points.

### **Anchor Rigging** (Team, Sub-Team or Individual Event)

Aim: To promote training and skills at anchor selection, and construction of common anchor systems.

Scoring will be in two parts: Quality and Time.

Time Limit: 5 minutes.

Each member of the team will be required to build a different anchor system. Each member will be provided with sufficient equipment to build the type of anchor system requested.

The anchor systems shall be selected from (but not limited to) the following:

- Simple anchor
- Load sharing anchor
- 2 point self-equalizing anchor
- multi-point self-equalizing anchor
- Redirection
- Movable Redirection
- Extended Anchor
- Vertical Anchor

Judging Criteria:

Safety  
Knots  
IYT  
Anchor point selection (where appropriate)  
Equipment Proficiency

Maximum Score = 5 criteria x (3, 4 or 5 members) x 5 points = (75, 100 or 125) points.

Maximum Score = 5 criteria x (1, 2 or 3 members) x 10 points = (50, 100 or 150) points.