

- nevnum Climbing Assessment 3

Evaluator		Date	
Worker's name and Union Classification			Registration #
Company	Job location		
Demonstrates Proficiency			
Demonstrates Competency			
Demonstrates Partial Competency			
Demonstrates Little or No Competency			
Comments			
Standards: Climber will start with 100 peacts such as being unsecured at any time			<u> </u>

Standards: Climber will start with 100 points. Points will be deducted according to the scale listed. Unsafe acts such as being unsecured at any time or taking an uncontrolled swing result in immediate disqualification. Climber must return to the ground. Score of 95 to 100 is the highest proficiency. 85 to 94 is competent, 80 to 84 is partially competent. Any climber who goes below 80 at any time during the climb must return to the ground without finishing the climb assessment. That will result in a little to no competency rating.

Knots: Must be able to tie, dress and set all 5 of the following: (allowed 2 attempts)

Bowline 21 points

Running Bowline 21 points

Either a taut line hitch, 4 coil prusik, or a Blake's hitch 21 points (closed system)

Cow hitch 21 points

Approved midline attachment knot (bowline on a bight, alpine butterfly, etc.) 21 points

Must be able to tie, dress, and set 2 from the following list. (allowed 2 attempts)

4 coil prusik hitch 21 points

Taut line hitch 21 points

Blakes hitch 21 points

French prusik (VT) 21 points

Distal hitch 21 points

Schwabisch hitch 21 points

Michoacan hitch 21 points

Site and tree Inspection:

Identify all electrical lines present 21 points
Identify ground obstructions or hazards 10 points
Identify tree defects or hazards 10 points
Sound tree with mallet or axe 1 point

Gear Inspection:

Saddle and climb line:

Identify which attachment points are life support and which points are comfort or tool support. 1 point

D rings 1 point

Rope bridge 1 point

Stitching 1 point

Lanyard and connecting links 1 point

Carabiners 1 point

Climb line (looks for cuts, glazing, inconsistent diameter) 2 points

Spliced or sewn eye 1 point

Split tails 1 point

Gaffs 1 point

Ascenders (if used) 1 point

Handsaw and scabbard 1 point

Mechanical friction devices (if used) 1 point

Inspect all rigging gear 1 point

Climbing:

Pre-set rope in tree (by tossing, hook pole, etc.). 2 points

Saddle and rope setup must pass on rope test (both feet off the ground, both hands free). 21 points

Demonstrate use of lanyard for securement. (pre climb) 2 points

Demonstrate setup of cinched tie in on the bole (pre climb) 2 points

Ascend to approximately 30 feet within 3 minutes, lanyard in. Must never allow more than 3 feet of slack in climb line (ground person may assist). If chosen tree only allows for 20-foot ascent, then only allow 2 minutes from when both feet leave the ground. Deduct 1 point per 10 seconds over 3 (or 2) minutes.

Install arborist block or lowering rings with work line. 5 points

Remove limbs or top and lower to a designated drop zone. 5 points

Appropriate use of chain brake. 2 points per instance

Demonstrate transfer from tree to tree or from 1 leader to another leader within the same tree, lanyard in. Retrieve rope from initial TIP and reinstall to new TIP. 10 points

Must load test climb system before removing lanyard. 21 points

Demonstrate use of a natural redirect within a tree. 10 points

Demonstrate the use of a mechanical redirect in a tree (carabiner). 5 points
Demonstrate the use of an adjustable friction saver cinched on a bole. 21 points
Must load test climb system before removing lanyard. 21 points
Communicate with ground crew throughout operation. Deduct 5 points per failed instance
Descend from the cinched adjustable friction saver to the ground without burning hitch. 5 points
Use throwline cord to retrieve adjustable friction saver without dropping it on the ground. 1 point
Score
Evaluator signature
Trainee signature