

COMPETITION RULES AND RACE TRACK SETUP



The world crane championship tests the contestants' skills and ability to clear precision obstacles at maximum speed. The race track consists of eight moments, which need to be cleared in a set sequence. The operator with the shortest time needed – including any penalties – wins the competition.

Everyone drives the same course, using the same crane. An HIAB X-HiPro 232 crane will be used in the competition final. The outriggers will be extended 1.5 metres.

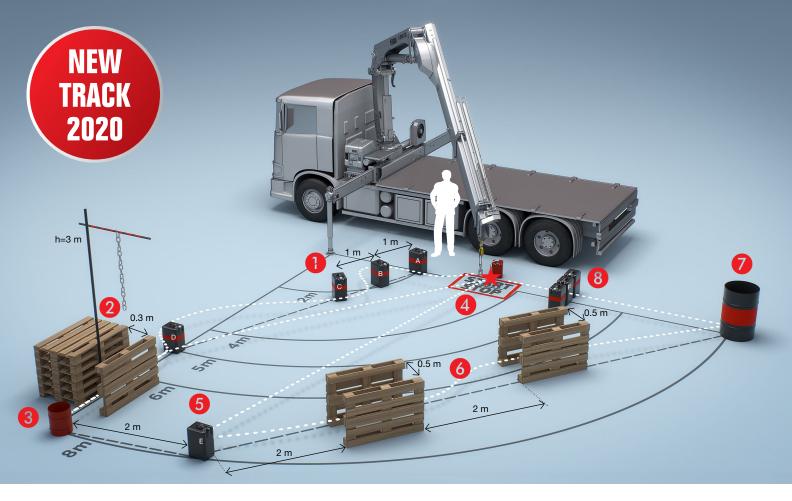
The time starts when you release the emergency button on the hand controller. The contestant can choose where to stand during the competition, as long as he/she follows the safety regulations. All applicable safety regulations must be observed throughout every stage of the competition to avoid disqualification.

The competition will be judged by Marshalls. If you feel you have been incorrectly judged or have any questions regarding a decision, you may appeal to the Marshalls. They will convene and make a decision no later than 30 minutes after the competition is completed.

Each contestant must be able to present valid crane operator certification. Before the competition, you must sign a document in which you confirm that you have read and agreed with the competition rules, and that you have read the operator manual.

Detailed instructions about how to complete the course and what incurs time penalties or disqualification are set out below. Further information is available at www.worldcranechampionship.com.

Let the game begin.



#### ★ Start

- The time starts when you release the emergency button on the hand controller.

## The Slalom

- Slalom around can A-D.

Reasons for time penalties:

- The shackle touches the ground = 10 seconds penalty.
- Touching can = 10 seconds penalty (more than one touch *per can* does not give you more penalty seconds).
- Toppled can = 20 seconds penalty.

#### 2 The Limbo

- Pass through the pallet gap, below the limbo stick (chain included).
- The shackle needs to be below the upper edge of the pallets.

Reasons for time penalties:

- The crane touches the limbo stick = 10 seconds penalty.
- The shackles touch the ground = 10 seconds penalty.
- The shackles move or topple the pallet = 20 seconds penalty.

Reasons for disqualification:

- Broken limbo portal.

## The Small Dip

- The shackles should touch the bottom of the bucket.

Reasons for time penalties:

 Moving the bucket out of position = 20 seconds penality.

## 4 The Change

- Back out from the bucket through the limbo portal.
- Quickly return to the Start/Stop area and change from the shackle load to the water-filled can in a round sling. When you're done, immediately go back out onto the track. No time to loose!

Reasons for time penalties:

- The shackle or can touches the ground = 10 seconds penalty.

Reasons for disqualification:

 Omission of pressing the emergency stop button on the hand controller before the change.

#### 6 The Knockout

- Knock down can E.

Reasons for time penalties:

- Touching the ground = 10 seconds penalty.

## 6 The Passage

Run between the pallets standing upright.
 When passing, the top of the can must be below the top of the pallets, but is not allowed to touch the ground. It's okay to touch the pallets, but not to move them out of position.

Reasons for time penalties:

- Touching the ground = 10 seconds penalty.

- The top of the can is not below the top of the pallets = 10 seconds penalty.
- Toppling or moving pallets out of position
  = 20 seconds penalty.

## The Big Dip

 Dip the water can into the barrel. The whole can needs to be beneath the top of the barrel.

Reasons for time penalties:

- Touching the ground = 10 seconds penalty.
- If you move the barrel out of position = 20 seconds penalty.

Reasons for disqualification:

- Turning the barrel over.

#### 8 The Finish

- Knock down can F, placed between the cans marked with red.

Reasons for time penalties:

- Touching the ground = 10 seconds penalty.
- Knocking down the wrong can = 10 seconds penalty per can.

#### ★ Goal

- The water can has to be parked inside the square.
- Time stops when emergency button is pressed on the hand controller.

#### Reasons for time penalties:

 Touching the ground outside the square = 10 seconds penalty every time.

# **SETTING UP YOUR OWN TRACK**

Setting up your own track for practice is easy. Here you'll find a complete list of every item you'll need. The appropriate distances and dimensions can be found on the previous page, and in the race instructions movie clip on YouTube, referred to below.

#### This is what you'll need

#### **LOAD**

- 2 round slings
- 2 shackles
- 1 water can (~10-15 l) filled with water

#### **OBSTACLES**

- 8 water cans (plastic, 20 l) filled with ~5 litres of water
- 11 EUR-pallets
- 1 plastic bucket (10 l) for The Small Dip
- 1 barrel (210 I) for The Big Dip
- ~3,2 m + ~1.0 m wood studs/steel pipes and a ~1.0 m chain for the limbo portal, which is fixed to the pallet stack.







# **WILL YOU BRING THE TROPHY HOME IN 2020?**

The World Crane Championship 2020 will separate the true pro from the amateurs. Challenge crane drivers from around the world in a competition where the winner receives €25,000. All crane drivers are welcome to enter. Apply directly at worldcranechampionship.com.

#### Qualifying rounds and final

During 2020, qualifying competitions will be held in several countries. The winner from each country immediately qualifies to enter the final at the IAA Fair in Hanover, Germany, September 26–27, 2020.



#### **Prizes**

The first prize in the World Crane Championship is a cheque worth €20,000 to be used when purchasing a HIAB crane. In addition, the winner will receive a traveller's cheque worth €5,000.

Second prize: traveller's cheque worth €3,000. Third prize: traveller's cheque worth €2,000. Winners to pay any applicable taxes.

