

Appendix 1 Regels Impressie

Dutch Open Impressioning Championship Rules

1. Contestants need to apply on the list that is to be found nearby.
Entry closes xx date xx time. The contest starts at yy date yy time.
2. The brand and type of locks will be announced well before the competition starts.
3. Locks and ample blanks will be provided.
4. Tools that are allowed, are:
 - A vice or other static device to hold the lock.
 - A grip that holds the key.
 - Files.
 - Viewing aids, such as lamps, magnifiers etc.
 - Measuring tools.
 - A device that marks the pin positions on the key.
 - A plug pre-filed to the 1 position for one or more pins.
5. Not allowed are:
 - Automatic (electronic/pneumatic) devices, other than lamps.
 - Touching the lock with anything else than your own hands, a static vice grip and the provided blanks.
 - Using blanks for opening the lock, other than the ones provided by the organisation.
6. A lock is open when it has been turned. It is irrelevant if the key works the other way, the other side of the lock, or even after it has been closed again. After opening, the contestant needs to show the lock with the key turned. It is then checked to see if it can freely turn.
7. In the first round, all contestants get a lock that is keyed alike. Everybody has 60 minutes to make a working key. Before the start, the lock may be put in a vice and one or more blanks may be inserted into a grip. No filing may be done. After opening the lock, the contestant shouts "OPEN" or equivalent after which the time is recorded.
8. The fastest six to open the lock enter the final.
9. In the final, all contestants get a new lock. These are not keyed alike. The final consists of 6 rounds. In between rounds, the locks change places, so each contestant tries to open all 6 locks. They have 15 minutes per lock.
10. The winner is the person who opened the most locks. When several people have opened the same amount of locks, the total opening time of all locks is added up and the fastest person scores better. In case several people score the same, the person with the lowest highest time

scores best.

House rules:

- When somebody is caught cheating, they will be disqualified.
- Short breaks can be requested. If the competition leader announces a short break, it will be for 5 minutes. The competition will resume promptly after 5 minutes. **Contestants that are late are allowed to resume their game but will not get extra time.**

Appendix 2 Regels Lockpicken

Dutch Open Lockpicking Championship Rules

1. Contestants need to apply on the list that is to be found nearby.
Entry closes xx date xx time. The contests starts at yy date and yy time.
2. By using a draw, the contestants will be entered into several groups.
The amount of groups depends on the number of contestants:
1: this is the winner, no competition is held;
2-3: these play the final (skip to rule 16);
4-19: 2 groups;
20-39: 4 groups;
40 or more: 6 groups.
The draw will be a random one, with no consideration given to nationality, rank or anything else.
3. Groups have the same amount of contestants give or take 1. Let the maximum number of people in a group be N .
4. Contestants sit down at the table assigned to their group. If they are late, they are disqualified. Each contestant is given a time sheet, a pen and a lock, randomly selected. **The lock needs to be returned after the competition.**

ROUNDS

5. The competition leader starts each round using a count down. Each contestant then needs to open his or her lock as quickly as possible. Only regular lock picking tools are allowed. A tensioning tool may be already inserted, but not a pick.
6. When the lock is opened, the contestant shouts "OPEN" or "OFFEN" and the competition leader will tell the time, which the contestant writes down on his or her sheet.
7. After each round ends (after **5 minutes**), each contestant hands the lock to the person on their right after making sure it is closed again.
8. After N rounds, all contestants write down the total number of locks they opened and the total time in seconds it took. One volunteer per table will make a ranking list for all people at their table, where the most number of opened locks scores better. In case several people have the same number of locks opened, the shortest time it has taken scores better.
9. The table winners enter the final round(s).

FINAL ROUNDS

10. Pairs are formed using a random draw.

11. Each contestant is given a random lock from the pool of "difficult locks" and a fresh time sheet.
12. The competition leader starts each round using a count down. Each contestant then needs to open his or her lock as quickly as possible. Only regular lock picking tools are allowed. A tensioning tool may be already inserted, but not a pick.
13. When the lock is opened, the contestant shouts "OPEN" or "OFFEN" and the competition leader will tell the time, which the contestant writes down on his or her sheet.
14. After the round ends (after **15 minutes**), each contestant hands the lock to the other person after making sure it is closed again. Then, a second round is started (see #12, 13).
15. The contestant who opened most locks (or, when both have the same amount, in the shortest total time) wins the round.
16. The winners, as long as there are more than 2, will repeat steps 12~15 until there is an overall winner. If there are 3 people left, no 2 pairs can be formed, so a final round with 3 people and 3 locks is used, similar to the starting rounds. For this, one lock from each of the previous tables is used (everybody then knows one of them).
17. The numbers 3 and 4, if they exist, play for 3rd and 4th place. For each of these rounds, different locks are used if still available. If the competition ends with a group of 3, there will be no 4th place. When a final round ends in both contestants having opened the same amount of locks, the winner is the one whose slowest time of that round is the fastest. If both have opened no locks, the round is repeated with new locks, preferably (but not necessarily) locks that have been used before.

House rules:

- Everybody writes down his or her own time. When somebody is caught cheating, they will be disqualified.
- Short breaks can be requested. If the competition leader announces a short break, it will be for 5 minutes. The competition will resume promptly after 5 minutes. **Contestants that are late are allowed to resume their game but will not get extra time.**

Appendix 2 Regels Lockpicken

Appendix 3 Regels lever lockpicking

Dutch Open Lever Lockpicking Championship Rules

1. Contestants need to apply on the list that is to be found nearby.
Entry closes xx date xx time. The contests starts at yy date and yy time.
2. By using a draw, the contestants will be entered into several groups with three persons each. Each round, two groups of three people will be selected. If there are less than 6 people left, smaller groups will be formed (5 people: 3+2, 4 people: 2+2, 3 people: 3, 2 people: 2, 1 person: will compete together with 1 person from the previous group)
3. Everybody picks a random tool and a random lock.
4. Contestants can insert the tool and tension the lock. They can not look into the lock.

ROUNDS

5. After a countdown, contestants have 2 minutes to try and open. The judges write down the times.
6. The tool stays with the lock. People in each group switch places 2 times so all three people will have tried opening all three of the locks. Afterwards, the locks and tools are returned.
7. In each group, the person with the most locks opened is table winner. In case this is more than one person, the fastest total time decides the winner. If no locks were opened, that table has no table winner.

FINAL ROUNDS

8. Six locks and six tools are randomly chosen.
9. A maximum of six people try to open a lock in 3 minutes. The times are written down by the judges.
10. People rotate after each round. If there are more than six people, this means that not all people are picking each round but in the end, everybody will have picked all six locks.
11. The winner is the person who opened most of the locks. If there is more than one person with the same amount of locks, the fastest total time decides the winner. If this is also undecisive, the fastest time on any lock decides the winner.

House rules:

- **Short breaks can be requested. If the competition leader announces a short break, it will be for 5 minutes. The competition will resume promptly after 5 minutes. Contestants that are late are allowed to resume their game but will not get extra time.**