



## **Lineman Rodeo Contest Information April 20<sup>th</sup> Pryor Oklahoma**

### **2024 Lineman Rodeo Contest State Memo**

**Tentative -Information is subject to change check back often**

by Renee Reed — last modified February 2/22/2024

#### **Contest is April 18<sup>th</sup> @ NETech Pryor**

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Written testing will be held ON-LINE through your schools' Testing Liaison.

Testing will be open beginning, March 13<sup>th</sup>- April 9<sup>th</sup>.

No provisions are being made for make-up testing on-site.

**NO Substitutions will be allowed this year after April 5<sup>th</sup>**

#### **Resume**

Each contestant will be required to bring his or her printed **resume**. It will be presented to the judges upon entry to the contest area. A deduction will be applied to your overall score if you do not have a resume.

**For additional information about state contest, please contact Renee Reed at 405-743-5400**

**[renee.reed@careertech.ok.gov](mailto:renee.reed@careertech.ok.gov)**

#### **Awards Ceremony**

Contest winners will be recognized at the General Session on Tuesday morning, April 23, at 9am. in the Tulsa Convention Center Grand Hall. Contest winners will not be allowed on stage if not in official dress. For men: Official blazer, jacket or sweater; black dress slacks; white dress shirt; plain black tie with no pattern or SkillsUSA black tie; black socks and black shoes. For women: Official blazer, jacket or sweater; black dress slacks or knee-length skirt with

businesslike white, collarless blouse or white blouse with small, plain collar that may not extend onto the lapels of the blazer, and black dress shoes.

## **TOOLS AND SUPPLIES**

The Mystery Events tools will either be provided by the LRA or teams and apprentices will be furnished a list of tools needed.

1. Each contestant needs to bring their own hooks, belt, hard hat, safety glasses, long-sleeved shirt, hand tools, work gloves, 20KV rubber gloves (minimum) with protectors, hand lines and all bags used for the event.
2. Manufactured rope lanyards / safety straps will be allowed. All rope lanyard / safety straps must have ANSI or other approval tags attached. All other rules will apply to these safety straps (no modifications, worn / damaged etc.).
3. Hard hats - western style hard hats and helicopter / mountain climbing style hard hats will not be permitted at the rodeo.
4. Safety glasses are required for all participants once inside the roped off sections of all rodeo events.
5. Work gloves
  - a. Proper work gloves are required for all Apprentices or Teams any time work is being performed or handling materials or equipment within the competition ropes unless rubber gloves are required.
  - b. Proper Work Gloves (2 types only)  
Type #1 - Leather work gloves – any type of all leather work glove to protect the hand and is issued or approved by your company for use as a work glove on the ground or on the pole.  
Type #2 - Mechanics type work gloves – These gloves may have some type of stretch material on the back side of the glove and may have an extra layer of material sewn into the palm and fingers for extra durability. To use this type of (mechanics) work glove, it must be issued or approved by your company for use as a work glove on the ground or on the pole.
  - c. No other type of work gloves will be allowed including cable splicing gloves.
  - d. Approved Work Gloves
6. Handline
  - a. The handline (or pulley line) must have a sheave in it and must have an approved “Becky” for hanging on the pole.
    - An approved “Becky” consists of an eye plaited into the sheave, another eye on the other end to snap back into the sheave, and three loops for adjustment of length.
  - b. The handline must be a minimum of ½” in diameter.

- c. The safety latch at the top of the pulley block is not required. Type #1 Leather Work Gloves Type #2 Mechanics Type Work Gloves 2/01/2022 13 Information Classification: General
7. 8. Handline Hook
- a. All teams are required to use a single handline hook that is manufactured for and intended for that purpose.
  - b. No homemade or altered handline hooks will be allowed to be used at the rodeo.
  - c. No double hooks will be allowed.
  - d. Handline hooks that come with a manufactured safety gate may be used.
  - e. Tools or materials can only be hung on the handline hook or in tool bags hung on the handline hook.
  - f. Bags with snaps may be snapped in a ring on the backside of a hook if the ring was manufactured with the hook.
  - g. Bags with snaps may not be snapped in the handline or on a snap attached to the handline.
8. Any special tools required for the mystery events will be provided and must be used per event description.
9. In the Hurt Man Rescue events, 3" PVC Conduit will be used between the rope and the mannequin to evaluate the knot.
10. Please make sure that your tools are clearly marked with your name for identification.
11. No battery-operated tools will be allowed other than those provided by the International Lineman's Rodeo.
12. Altered tools or equipment cannot be used at the ILR competition.
- a. Final determination of altered tools will be made by the Tool Judge at the event Chief Judge's Request.
  - b. Zip Ties, Tie wraps or nylon ties may be used to attach tool pouches to the climbing belt and is not considered a modification.
13. Contestants will be disqualified if found with fingers cut out of rubber gloves, or altered in any way, at any time on the rodeo grounds, no warning will be given.
14. The penalty for altered tools will be 2 to 10 points or disqualification for each infraction as determined by the Chief Judge at that event, or the Chief Judge may call for a tool inspector for determination. Points will be deducted from the event that the team is competing in at the time the altered tool is discovered.
15. A random tool inspection may be conducted anytime while on the Rodeo grounds to check for safe condition and for alterations of personal tools.
- a. The Chief Tool Judge will notify the competitor of any alterations or modifications that were found at the random inspection. The Chief Tool judge will indicate the alteration or modification on the contestant's front cover of their scorebook by a hole punch and description of alteration or modification.
  - b. If the contestant does not make repairs or remove the modification prior to entering the next event area, the Chief Judge at that event will deduct appropriate points. The Staging Area will not be considered part of the event

area. Once a contestant has entered an event area, no repairs or replacements can be made.

16. Alterations or unsafe conditions that may result in deductions are as follows:
  - a. Tape on straps, tools or equipment. Tapered cuts on straps.
  - b. Buckles filed.
  - c. Elongated holes in straps and belts.
  - d. Improper gaff length.
  - e. Fingers cut out of gloves. (Disqualification)
  - f. Rubber gloves will be inspected at each Journeyman climbing event.
  - g. Velcro straps on climbers must be used as manufactured. No modifications, such as cutting the Velcro shorter. In general, no tool modifications are allowed.
  - h. Keepers removed from safety strap

This is not an all-inclusive list of items that may result in deductions. The Chief Tool inspection judge will determine if points will be deducted for other alterations, modifications or unsafe tools.

## **INDUSTRY AWARDS**

As agreed at August Conference each instructor is requested to secure a minimum of \$50.00 in prizes for each student that you bring to the State SkillsUSA Championships. Please contact for details and to let **Jeff Floyd** [jeff.floyd@netech.edu](mailto:jeff.floyd@netech.edu) know of industry awards you have secured. I know many of you have already been hard at work securing the awards. These awards should be labeled with the name, address, and contact person for the donating industry so that the contestant they are awarded to can send an appropriate expression of his or her appreciation.

### **Journeyman Hurt Man Rescue Simulated Hot on a 40' Pole Mean Time: 4 Minutes**

#### **Event Description**

This event simulates that a man has been injured while working to change out a faulty disconnect. This is a 4kV event and will require rubber gloves ground to ground.

This will be a three-person team event with all three contestants participating at the same time and at the same station. Both climbers will climb the pole to assist with the rescue. One climber will set up and operate the OX Block, while the second climber will work at the mannequin.

Three half-hitches must be tied under the arms of the mannequin prior to lowering him to the ground.

Prior to start of the event, each team will have five minutes to ask questions and adjust belts. The event judge will position the handline the same way for each team. Prior to the start of the event, the handline nor the extendo stick can be adjusted and contestants must use the handline provided.

A shotgun stick will be locked in the eye of the line side jumper hot line clamp. The fuse barrel will be in the closed position. The line side and load side jumper will be connected to the primary indicating that it is still energized. An extendo stick will be laying on the tarp.

The groundman will utilize the extendo open the switch, and before the mannequin's feet makes initial contact with the ground, the groundman will pull the mannequin by its feet to lay gently on its back within the 10' work circle.

There will only be one judge assigned to each team.

The linemen's belts and hooks will be placed inside the 10' circle simulating typical backlot procedures. Hooks and belts can be laid out in any sequence. Safeties shall have all double locking hooks snapped into a "D" ring. Hooks or climbers may have gaff guards off while in the circle only. Rubber gloves shall be cuff down in their bag with at least one snap fastened. Climbers and belt may not be put on until time starts.

Three half hitches is the only acceptable knot. The lineman on the pole must call out "Headache" loudly if any item is dropped. The "rope" on the Buckingham Super Squeeze Rescue belt is the only item to be cut. There will be a 10-point deduction for cutting the belt in the wrong place.

Buckingham will supply the Ox Block Handline kit (50061A-4/80-Ox Block 80' Handline Kit)

The rescue mannequin will be equipped with the Buckingham Super Squeeze (Buckingham 488PR-Rescue Super Squeeze) (see page 32 from the General Rules for pictures)

The OX Block must be used by engaging the friction bar with a minimum two wraps / three clicks on the friction bar gate. Contacting the pole is acceptable but the mannequin will be lowered in a smooth and controlled descent to prevent hanging up on material. Time is over when the mannequin is on the ground and the groundman is on his knees and touches the mannequin's chest to prep for CPR. The contestants will assist in hanging the mannequin for the next team.

### **Event Guidelines**

- Time starts when judge says "Go" while the team is outside the 10' work circle
- Journeymen may only put their climbers and belt on in the work circle after time starts.

- One contestant will be the initial responder verbally stating to the judge that an “Emergency Call has been made and Emergency Responders are on the way”
- The groundman will retrieve the extendo stick from the tarp and open the cutout using the ring in the barrel. After opening, the stick will be retracted and positioned back on the tarp.
- After the disconnect is opened and the extendo is no longer in contact with the barrel, the line and load jumpers/stingers will be removed by one or both climbers utilizing the shotgun stick from below the neutral.
- Both climbers will have to be on the pole and in position for the rescue.
- One climber will ascend above the mannequin to set up and operate the OX Block with two wraps/three clicks on the friction bar before cutting the safety of the mannequin.
- The second climber will tie three half-hitches under the mannequin’s arms prior to lowering the mannequin.
- The mannequin shall be lowered in a smooth and controlled manner to the ground.
- Mannequin contacting the pole is acceptable.
- Before the mannequin’s feet makes initial contact with the ground, the groundman will pull the mannequin’s feet to lay gently on its back within the 10’ work circle. Points will be deducted for allowing the mannequin to hit the ground too hard or the groundman not assisting the mannequin to the ground on its back.
- Time is over when the mannequin is on the ground and the groundman is on their knees and touches the mannequin’s chest to prep for CPR (groundman shall be kneeled down next to the mannequin’s chest so that CPR could actually be done).
- The knots and or handline SHALL NOT be adjusted by the groundman (only incidental contact is allowed).
- Judges will use a 3” PVC conduit between the rope and the mannequin to evaluate the looseness of the knot.
- Points will not be deducted for a “too tight knot” only for a “too loose knot”.
- Although the time has stopped the team will continue to be judged until the event is restored. Proper work practices must be used while restoring the event, (climbers below the neutral, groundman properly using ring on barrel to close switch, retracting the stick and placing back on the tarp, and the team has verified their score and exited the event.)
- One or both climbers will remain on the pole to assist with restoring the event for the next competitors
- Exceeding 4 minutes to complete the event will result in a two-point deductions.

## **Infractions**

### **Two Point Infractions**

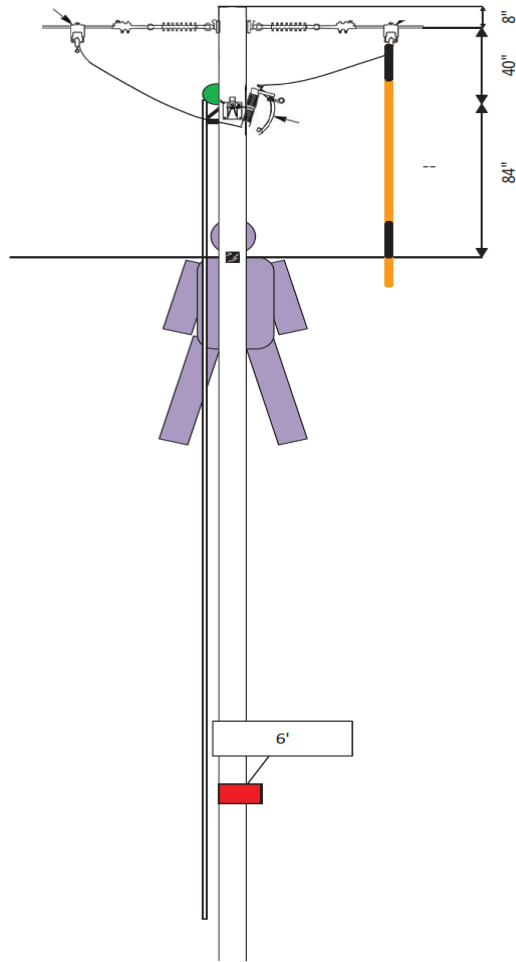
- Failure to wear proper gloves or safety glasses
- Dropping tools or material from pole
- Failure to give verbal warning when dropping materials or tools
- Failure to follow instructions from scorebook or pre-job

- Wearing climbers or belt outside work area
- Gaff guards not used when climbers are not in use
- Improper storage of rubber gloves (must be cuff down in bag when not in use)
- Exceeding mean time (4 minutes)
- Other (Judge's discretion)
- Event Specific – (Two-point infractions)
- Cutout or slip on the pole but does not fall to the ground or neutral (one gaff out of pole and out of control) Climber begins to ascend the pole while the stick is still in contact with the barrel
- Groundman adjusting knots/rope
- Failure to make two wraps / three clicks on the friction bar of the Ox Block before cutting safety.
- Feet of the mannequin makes initial contact with the ground
- Failure to place the stick finger in the ring of the fuse barrel when opening or closing
- Failure to have all fall restraint buckles buckled and all safeties clipped in D-rings at start of event Failure to tie three half hitches properly
- Failure to report that Emergency call has been made and Emergency Responders are on the way
- If after transitioning past the neutral the climber cuts out and falls to the neutral, or either climber cuts out and falls to the
- ground from below the 6-foot mark
- Contact with the pole with any body part other than the rubber gloved hand prior to opening switch barrel Contact with un-grounded and un-covered conductor (other than rubber gloved hand)
- Failure to properly restore event to the judges' satisfaction

### **Disqualification**

- If after both feet pass above the six-foot mark on the pole, the climber cuts out and comes to the ground, the Journeyman
- Team or Apprentice will be dis-qualified from the rodeo.

The diagram below is an example only, the construction at the grounds will be built similar but may differ as gr conditions dictate.



**Journeyman Hurt Man Rescue: 40' Class 3 poles will be framed as follows:**

- Single phase primary Double Dead End in the 8" hole from the top of the pole (4KV)
- Closed disconnect on a switch bracket located 40" from the Dead-End Bells on the opposite side of the pole from the neutral.
- A shotgun stick will be locked in the eye of the line side disconnect hot line clamp.
- Hand line is hung on the back-side switch bracket on the same side of the pole as the neutral and block must remain there during rescue
- Neutral conductor will be located 84" below switch bracket.
- Mannequin will be hung just above the neutral, on the same side of the pole as the neutral.
- There will be a mark on the pole 6' above the ground level for climbing purposes.

**Journeyman Pole Climb On a 40' Pole No Mean Time**



### **Event Description**

The purpose of this event is to exhibit your skills to follow the guidelines of this event while climbing the pole safely, smoothly and professionally without breaking the egg. This is a two-man event with the climbers climbing the pole separately.

The climber will select his bucket and egg that he will carry up the pole. The egg will be placed in the bucket with nothing else in the bucket. There will be an empty bucket hanging by a drive hook at the top of the pole. There will also be a rubber hose on the neutral for the climber to move to the other side of the pole while ascending and descending the pole.

Once climbing to the top of the pole the climber will buckle off and sit back in the belt from the pole. The competitor will remove the empty bucket and aim it to drop in the chips, and drops it to the ground with a verbal warning. The climber will put the egg in their mouth, hang the new bucket on the drive hook and begin their descent down the pole without breaking the egg. After again buckling off below the neutral and moving the hose back to the other side of the pole, climber will carefully and smoothly descend the pole to the ground.

Time will stop when the climbers first foot hits the ground. The climber must be in control at all times and there can be no hot-dogging or free fall allowed. There will be a 10-point deduction for cracking the egg.

### **Event Guidelines**

- Time will start at the judge's signal (Go) with the lineman standing at arm's length from the pole.
- Proper work gloves must be used ground to ground. (See Tools Section in the General Rules)
- No competitor will be allowed to start with their safety in their hand or around the pole.
- Climber will ascend the pole carefully and smoothly with the egg in the bucket.
- Climber will stop below the neutral, and while buckled to the pole will move the rubber hose from one side of the pole to the other.
- After transitioning over the neutral, the climber will continue their climb to the top of the pole.
- While buckled off, climber will sit back in their belt, take the bucket off the drive hook and drop it in the chips below after giving verbal warning.
- Climber will then put the egg in their mouth, hang the new bucket on the drive hook, and begin to descend the pole while not breaking the egg.
- The climber will once again stop below the neutral and buckle off.
- While buckled to the pole, lineman will move the rubber hose back from one side of the pole to the other.

- Climber will once again descend the pole all the way to the ground.
- Time will stop when the climber's first foot hits the ground.
- The climber will take the egg out of their mouth, show it to the judge by rolling it around on all sides until the judge is satisfied it is not cracked.

## **Infractions**

### **Two Point Infractions**

Failure to wear proper gloves or safety glasses  
 Dropping tools or material from pole (except bucket)  
 Failure to give verbal warning when dropping materials or tools  
 Failure to follow instructions from scorebook or pre-job  
 Wearing climbers or belt outside work area  
 Gaff guards not used when climbers not in use  
 Other (Judge's discretion)

### **Event Specific – (Two-point infractions)**

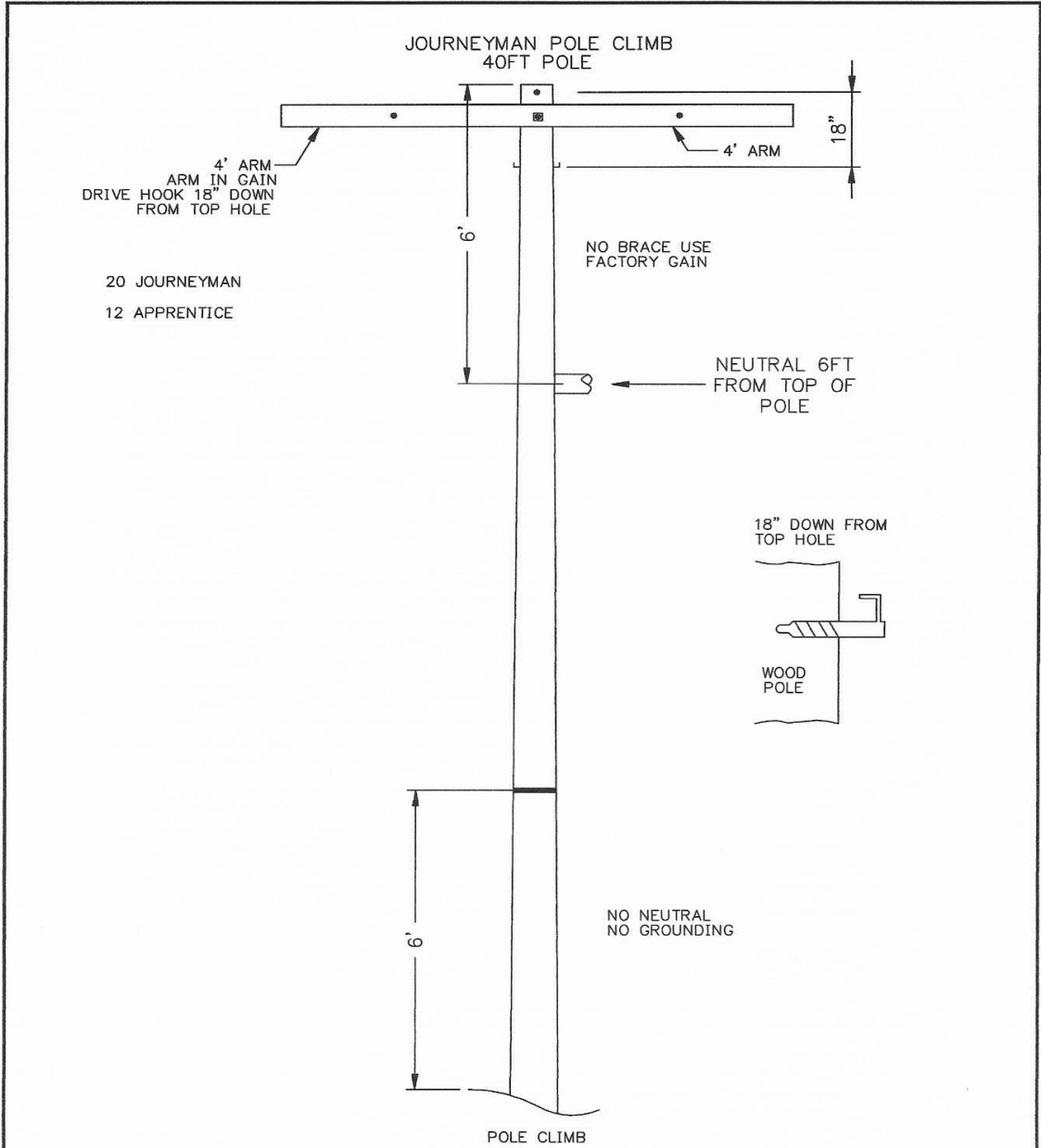
Cutout or slip on the pole but does not fall to the ground or neutral (one gaff out of pole and out of control)

Failure to move rubber hose from one side to the other when ascending or descending the pole.

### **Ten Point Infractions**

If after transitioning above the neutral the climber cuts out and falls to the neutral  
 Either climber cuts out and falls to the ground from below the 6-foot mark.  
 Failure to properly restore event to the judges' satisfaction  
 Cracking or denting the egg while ascending and descending the pole.  
 Disqualification  
 If after both feet pass above the six-foot mark on the pole, the climber cuts out and comes to the ground, the Journeyman Team or Apprentice will be dis-qualified from the rodeo.

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6	05/20/08	REVISED TO DATE	MKB		
5	04/20/05	REVISED TO DATE	AFJ	AFJ	AFJ
4	08/03/04	REVISED TO DATE	AFJ	AFJ	AFJ

DRAWN	DATE	DRAFT. CK.	DATE	ENGR. CK.	DATE	APPROVED	DATE	SCALE	JOB NO.	DWG. NO.
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EXHIBIT  
 MISCELLANEOUS  
 JOURNEYMAN POLE CLIMB 2008  
 SKETCH  
 KANSAS CITY  
 POWER & LIGHT COMPANY

**Apprentice Hurt Man Rescue**

## **Mean Time: 4 Minutes**

### **Event Description**

Time starts at the judge's signal with the apprentice standing at an arm's length from the pole wearing proper work gloves. The apprentice's belt and hooks will be lying on the ground beside him, safety strap snapped into D-rings and belt unbuckled. No belt will be allowed to be placed on or around the pole. The climber may only put their belt on and climbers on in the work circle after time starts.

Looking at the pole from the cross-arm side, the hand line will be hung on the right side of the arm by the Becky, just 5" beyond the cross-arm brace. Hand line may not be adjusted before performing the rescue. The neutral will be approximately 9' from the top of the pole. The hurt man will hang in the center of the pole on the cross-arm side, with both ends of the Buckingham Rescue Super Squeeze safety rope through the braces. This will simulate an injury to a right-handed man, wearing a fall arrest belt.

The apprentice must properly use the Buckingham Ox Block and attached handline to lower the mannequin.

The apprentice must take a minimum of two wraps / 3 clicks around the friction bar of the ox-block. Failure to take two wraps on the friction bar in the apprentice hurt man rescue will result in a two-point deduction. The apprentice will not be allowed to throw the handline over the cross arm to lower the manikin. The rescue mannequin will be equipped with the Buckingham Super Squeeze (Buckingham 488PR-Rescue Super Squeeze) (see page 32 from the General Rules for pictures) If you are unsure as to how to properly use the Buckingham Ox Block handline, visit the Buckingham booth at the expo for detailed instructions.

The mannequin should be tied under the arms with three half hitches. (Eye splice should not be used as part of hitches.) The half hitch is the only acceptable knot.

Be sure to call out "Headache" or similar warning loudly if you drop any part of the Ox Block handline such as the hook or snap. The handline hook or snap must land in the circle of wood chips at the base of the pole.

You must cut the Buckingham Super Squeeze rope. There will be a 10-point deduction for cutting the Super Squeeze belt. The mannequin should be moved smoothly to the ground, without contacting the pole and not hitting the ground too hard.

Time is over when the mannequin is on the ground and the rope is slack.

Exceeding 4 minutes to complete the event will result in a two-point deduction.

## **Event Guidelines**

- Time starts at the judge's signal (Go) with the apprentice standing at an arm's length from the pole wearing proper work gloves. (See Tools Section in the General Rules)
- The climber will ascend the pole to the neutral and buckle off below the neutral.
- The climber will move the hose from one side to the other and then transition above the neutral to continue ascending the pole to get in position to perform the rescue.
- Climber will separate the handline and drop one end of the line after giving verbal warning. The handline hook or snap must land in the circle of wood chips at the base of the pole when dropped.
- The mannequin should be tied under the arms with three half hitches. (Eye splice should not be used as part of hitches.) The half hitch is the only acceptable knot.
- The apprentice must take a minimum of two wraps / three clicks around the friction bar of the ox-block. Failure to take two wraps on the friction bar in the apprentice hurt man rescue will result in a two-point deduction.
- Climber must cut the Buckingham Super Squeeze rope. There will be a 10-point deduction for cutting the Super Squeeze belt. The mannequin should be moved smoothly to the ground.
- After again buckling off below the neutral when descending the pole, competitor will move the hose back to the other side of the pole, climber will carefully and smoothly descend the pole to the ground.
- Time is over when the mannequin is on the ground and the rope is slack.
- Mannequin's initial contact with ground must be within the work circle.
- Exceeding 4 minutes to complete the event will result in a two-point deduction.
- Judges use a 3" PVC conduit between the rope and mannequin, to evaluate the rope knot. Points will not be deducted for a "too tight knot" but points will be deducted for a "too loose knot".
- Although time has stopped, climber will continue to be judged until the event is restored. Climber will assist in re-hanging the mannequin.

## **Two Point Infractions**

Failure to wear proper gloves or safety glasses

Dropping tools or material from pole

Failure to give verbal warning when dropping materials or tools Failure to follow instructions from scorebook or pre-job Wearing climbers or belt outside work area

Gaff guards not used when climbers are outside the circle Placing tools or material in the mouth

Groundman adjusting knots/rope

Hanging tools/material on structure, conductor or safety strap Exceeding mean time (4 minutes)

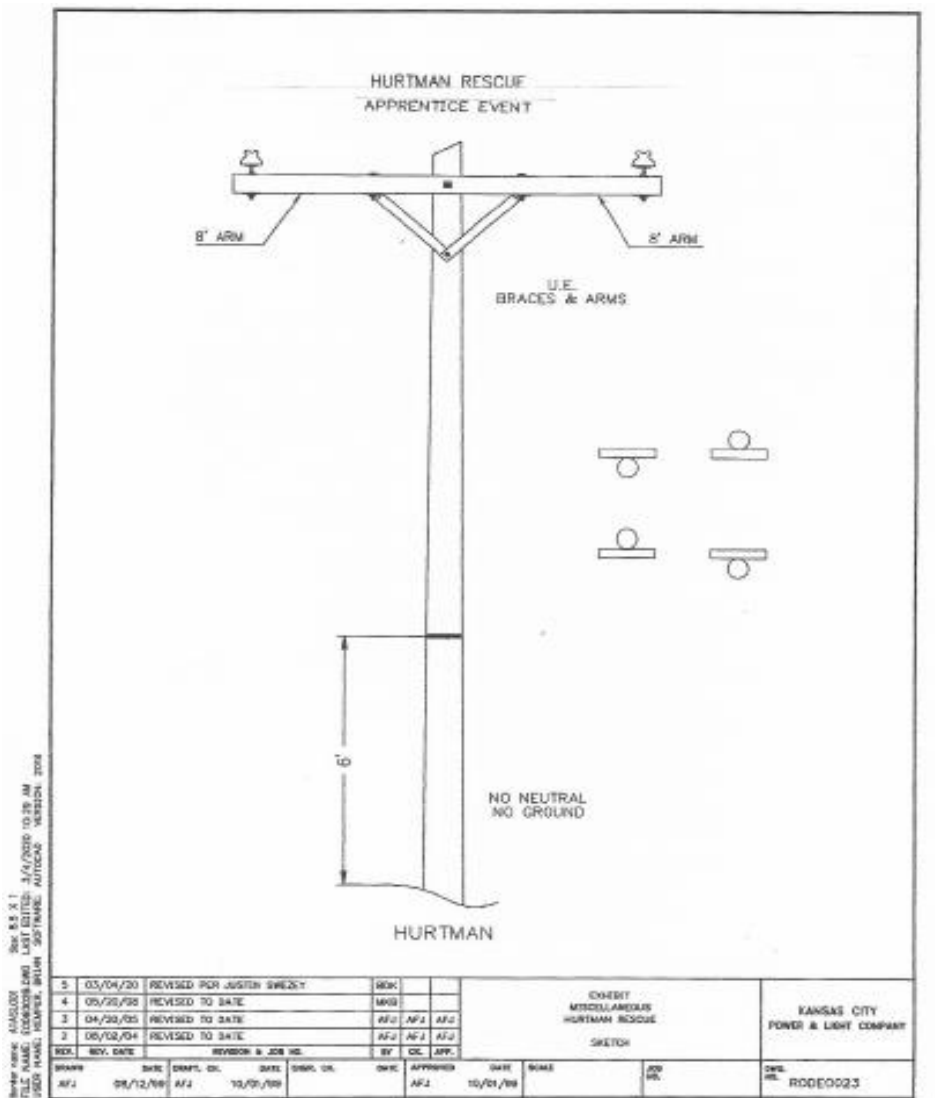
Other (Judge's discretion)

## **Ten Point Infractions**

Climber cuts out and falls to the ground from below the 6-foot mark.

If after transitioning above the neutral the climber cuts out and falls to the neutral  
 Contact with un-covered conductor (other than gloved hand)  
 Failure to properly restore event to the judges' satisfaction  
 Disqualification

If after both feet pass above the six-foot mark on the pole, the climber cuts out and comes to  
 the ground, the Journeyman  
 Team or Apprentice will be dis-qualified from the rodeo.



To add a neutral 9' from the top of the pole



**Buckingham 488PR-Rescue Super Squeeze**



**50061A-4/80-Ox Block 80' Handline Kit**

## **Apprentice Pole Climb On a 40' Pole No Mean Time**

### **Event Description**

The purpose of this event is to exhibit your skills to follow the guidelines of this event while climbing the pole safely, smoothly and professionally without breaking the egg.

The climber will select their bucket and egg that they will carry up the pole. The egg will be placed in the bucket with nothing else in the bucket. There will be an empty bucket hanging by a drive hook at the top of the pole. There will also be a rubber hose on the neutral for the climber to move to the other side of the pole while ascending and descending the pole.

Once climbing to the top of the pole the climber will buckle off and sit back in the belt from the pole. The climber will then remove the empty bucket and aim it to drop in the chips, with a verbal warning. The climber will put the egg in their mouth, hang the new bucket on the drive hook and begin their descent down the pole without breaking the egg. After again buckling off below the neutral and moving the hose back to the other side of the pole, climber will carefully and smoothly descend the pole to the ground.

Time will stop when the climbers first foot hits the ground. The climber must be in control at all times and there can be no hot-dogging or free fall allowed. There will be a 10-point deduction for cracking the egg.

### **Event Guidelines**

- Time will start at the judge's signal (Go) with the Apprentice standing at arm's length from the pole.
- Proper work gloves must be used ground to ground. (See Tools Section in the General Rules)
- No competitor will be allowed to start with their safety in their hand or around the pole.
- Climber will ascend the pole carefully and smoothly with the egg in the bucket.

- Climber will stop below the neutral, and while buckled to the pole will move the rubber hose from one side of the pole to the other.
- After transitioning over the neutral, the climber will continue their climb to the top of the pole.
- While buckled off, climber will sit back in their belt, take the bucket off the drive hook and drop it in the chips below with a verbal warning.
- Climber will then put the egg in their mouth, hang the new bucket on the drive hook, and begin to descend the pole while not breaking the egg.
- The climber will once again stop at the neutral and buckle off below the neutral.
- While buckled to the pole, Apprentice will move the rubber hose back from one side of the pole to the other.
- Climber will once again descend the pole all the way to the ground.
- Time will stop when the climber's first foot hits the ground.
- The climber will take the egg out of their mouth, show it to the judge by rolling it around on all sides until the judge is satisfied it is not cracked.

### **Two Point Infractions**

Failure to wear proper gloves or safety glasses

Dropping tools or material from pole (except bucket)

Failure to give verbal warning when dropping materials or tools

Failure to follow instructions from scorebook or pre-job

Wearing climbers or belt outside work area

Gaff guards not used when climbers not in use

Other (Judge's discretion)

### **Event Specific – (Two-point infractions)**

Cutout or slip on the pole but does not fall to the ground or neutral (one gaff out of pole and out of control)

Failure to move rubber hose from one side to the other when ascending or descending the pole.

### **Ten Point Infractions**

If after transitioning above the neutral the climber cuts out and falls to the neutral

Climber cuts out and falls to the ground from below the 6-foot mark.

Failure to properly restore event to the judges' satisfaction

Cracking or denting the egg while ascending and descending the pole.

Disqualification

If after both feet pass above the six-foot mark on the pole, the climber cuts out and comes to the ground, the Journeyman Team or Apprentice will be dis-qualified from the rodeo.





Fifty question test, using multiple choice and true / false questions.  
Questions are derived from material contained in the publication:  
“The Lineman's & Cableman's Handbook Thirteenth edition” Published by McGraw-Hill  
Each participant starts with 100 points.  
Each incorrect answer or un-answered question is a 2-point deduction.  
There is a 2-point deduction for exceeding the mean time of 15 minutes.  
Testing time is limited to 20 minutes.  
After 20 minutes expire the participant will be stopped and have 2 additional points deducted.  
Apprentices with no more than four (4) years as an apprentice are eligible to take the apprentice written test.  
Participants will have one (1) min. to ask questions once they have properly filled in the participant information at the top of the answer sheet.  
Time starts when the participant has the test, answer sheet and pencil on the table in front of them.  
Record answers on answer sheet not on the test.  
Use a pencil to blot out the letter for your answers on the answer sheet. (Example): A B C D  
No questions after test starts. (Including test time expired)  
Time stops when participant notifies Testing Judge that test is completed, or when the 20-minute testing time is up.  
Time will be used to break a tie.  
The Testing Judge will record the completion time and print name on the answer sheet.  
Testing Judge will escort participant to Chief Judge at exit table and give test and answer sheet to Chief Judge.  
Chief Judge will confirm information at the top of the answer sheet is correct and answer sheet to be complete.  
Participant is free to exit after the answer sheet is checked by the Chief Judge at the exit table.  
Any protests must be made before exiting the testing area.

## **Bucket Truck Rescue**

*Mean time: 4 minutes*

The situation: While working on a single-phase transformer the bucket operator has made inadvertent contact with the line and has dropped into the bucket. After assuring that the bucket is not energized and the operator is non-responsive, an emergency call is initiated, and rescue procedures begin (The emergency call will be scripted and read to a judge). When bucket has been maneuvered close to the ground both ground members of the team will assist in removing the injured from the bucket and check vital signs. The removal of the injured must take place within the designated work area.

Time starts when the judge signals "GO"

## **Braceless Crossarm Change**

*Mean time: 10 minutes Drop Dead time: 15 minutes*

This is a de-energized, bucket truck event. The event consists of changing out a 10 ft. braceless cross arm. The lineman in the bucket will remove crossarm and will attach to the handline. The groundman will lower the arm, touch it to the ground and then raise back up to the lineman to be reinstalled. Time will stop once the crossarm is properly installed and the bucket is cradled.

Five-minute set up time.

Time starts at the judge's signal, the linemen will be in the circle.

Hardhat, safety glasses and leather gloves are required. (rubber gloves are not required).

Lineman will use the bucket truck to reinstall the Braceless Crossarm.

The groundman will be in control of the handline.

Time stops when the bucket is cradled.

## **Bell Insulator Change**

*Mean Time: 10 Minutes Drop Dead Time: 15 Minutes*

This event consists of changing out a set of bells on a vertical structure. The structure will be a 40 ft. pole, with a 5 ft. spacing to neutral. You must climb the pole and pull all material up to you in a material bag. Handline or rope will be provided for you to use, but will not be stationed on pole. You must take handline or rope up with you, and lower when work is completed. The climber must use a hoist to release tension of conductor in order to change out set of bells. The Apprentice will have five minutes to set up and ask questions. The apprentice will signal when they are ready.

The apprentice shall sound the pole with a hammer prior to climbing.

Time starts when the judge gives the command.

All tools and materials not in use shall remain on the tarp.

The time stops when the climbers first foot reaches the ground.

## **Digger Derrick Obstacle**

*Mean time: 10 minutes Drop Dead time: 15 minutes*

The event begins with the participant in the circle.

Time starts on the judge's signal. The participant must proceed to the digger/derrick controls. Then using the controls, the participant must pick up a load (pre-hooked and positioned in a target circle) and maneuver it through a set of cones. The load will be maneuvered and placed in a different target circle. Once the load has been lowered into the target circle, the load will be maneuvered back through the cones and lowered into the original target circle. The load must never exceed 10' above ground level (indicated by a piece of conduit placed vertically into the tops of the cones).