



**2022 Pacific Northwest Lineman Rodeo  
Information Packet**

# PACIFIC NORTHWEST LINEMAN RODEO

## JULY 23, 2022

### Sponsored by:

Portland General Electric, PacifiCorp, Clark Public Utilities and I.B.E.W. Locals 125, 659 and 77

The Pacific Northwest Lineman Rodeo planning committee would like to thank and congratulate all of the previous year's competitors and participants who take pride in your profession and have the desire to come out, compete, and have fun at the annual Lineman Rodeo! We would like to invite you to this year's Pacific Northwest Lineman Rodeo. It will again be held at **PGE's Linneman Substation, located at 3490 W. Powell Loop, Gresham, Oregon**. Competition begins at 8:30 a.m.

A Team for the Lineman Rodeo consists of **four** participants: two climbing Journeyman, a groundman, **and** a Judge. Apprentices compete individually. Utility Supervisors and Journeymen are Judges, and will follow strict guidelines.

All participants will need to bring their own hooks, belts, hard hat, safety glasses, hand tools, rubber gloves and protectors. We shall provide necessary hot-sticks and special tools, but you are welcome to bring your own, as long as they are approved tools. Long sleeved shirts are required. PLEASE ENSURE THAT ALL BAGS AND TOOLS ARE CLEARLY MARKED WITH YOUR NAME AND/OR COMPANY FOR IDENTIFICATION. Any custom and/or hand-made tools such as bags, holders, etc., must be approved by the Chief Judge prior to an event. ANY tool or stick used on a "line" may not have been customized or modified in any manner, as they will not be allowed in competition. Listed below are the scheduled events for the 2022 Pacific Northwest Lineman Rodeo:

### Journeyman events:

Cutout installation  
High-line jumper replacement  
Hurt-man rescue  
Pole climb  
Pole Transfer

### Apprentice events:

Hurt-man rescue  
Pole climb  
Relay event  
Written test

### Pre-apprentice events:

Pole climb  
Relay event  
Written test

### Attached are the following:

Rodeo Agenda  
**Competitors Registration Link**  
**Judges Registration Link**  
**Vendor Registration Link**  
General Q&A  
Scoring/Judging Guidelines/Rules  
Journeyman Team Events  
Apprentice Events  
Pre-apprentice Events

# Rodeo Agenda

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## Friday, July 22, 2022

**11:00am – 3:00pm:** Early competitor registration

**5:00PM – ?:** Judges' Meeting:  
Rodeo Grounds  
3490 W Powell Blvd.  
Gresham, OR 97230

It is imperative that all Judges attend this meeting in order that rules and guidelines may be discussed and judging parameters be set for the following day.

## Saturday, July 23, 2022

**6:00AM:** Registration of contestants, receive scoring packets, and Team or Individual Pictures

**8:00AM:** Color Guard Ceremony  
Opening Ceremony  
Rodeo Competition Begins

Food and drink services are currently under discussion and more information will be made available on the Rodeo website once finalized.

At the conclusion of the Rodeo and following the last event, a social hour will take place for raffling prizes and the highly popular charity auction while the competition results are being tallied for Award Presentations.

For further questions concerning information or participation in the 2022 Pacific Northwest Lineman Rodeo, please contact:

<b>Rod Lewis</b>	Portland General Electric	503-793-0394	Portland, OR
<b>Joel Wallace</b>	Portland General Electric	503-703-4307	Salem, OR
<b>Pat Slawson</b>	Clark Public Utilities	360-992-8053	Vancouver, WA
<b>Rob Craig</b>	NW Line JATC	971-288-8124	Vancouver, WA
<b>Jason Dahlin</b>	LCPUD/IBEW77	360-508-0867	Chehalis, WA
<b>Jeremy Barr</b>	PacifiCorp	360-904-6937	Battle Ground, WA
<b>Kevin Freeman</b>	PacifiCorp	971-347-8945	Portland, OR
<b>Jacqueline Carter</b>	Clark Public Utilities	503-730-8902	Vancouver, WA

For information on or questions on individual events or judging, please contact **Jeremy Barr**,  
**Master Judge:** Cell: 360-904-6937

# IMPORTANT

**ALL TEAM REGISTRATIONS  
MUST INCLUDE A JUDGE  
FOR THE TEAM TO  
COMPETE.**

**TEAMS CANNOT REGISTER WITHOUT A  
JUDGE, AND THE TEAM WILL RECEIVE A  
2-POINT DEDUCTION  
IF YOUR TEAM JUDGE IS NOT AT THE  
GROUNDS ON EVENT DAY**

**DEADLINE FOR REGISTRATION IS  
JULY 18, 2022**

**ALL CLIMBING EVENTS WILL  
REQUIRE FULL FALL RESTRAINT,  
INCLUDING A SECONDARY BELT  
WHEN NECESSARY!!!**

# NOTICE

***THIS IS AN INFORMATION PACKET  
ONLY!***

**YOU ARE NOT  
OFFICIALLY REGISTERED  
UNTIL YOUR FORM HAS  
BEEN SUBMITTED ONLINE**

**ALL 2022 COMPETITORS  
AND VENDORS Registrations  
must be submitted **ON-LINE ONLY****

***Click the link below to register:***

<https://www.pacificnorthwestlinemanrodeo.org/home-page/registration/>

**Volunteer Judges** please use the registration link  
(*above*) or the mail-in form on the next page.

# VOLUNTEER JUDGE'S FORM

The 2021 Pacific Northwest Lineman Rodeo Competition will again be held at PGE's Linneman Substation, 3490 W. Powell Loop., Gresham, OR. We would like to thank all participants in the past for taking pride in their profession and dedicating their time to support this annual event.

In recent years, there has been somewhat of a shortage of Judges for the competition. We would like to put out a request for Journeyman Linemen and Supervisors to come out and participate as Judges for this year's competition. If you are not registered with a team and would be interested, please fill out and send this form to the address listed below, or complete the [on-line registration form](#). You can review the judging guidelines and rules later in this document, which you should review prior to the Judges' Meeting, Friday, **July 22, 2022**. You will receive a complete packet at the Judge's meeting.

Thank you,

Northwest Pacific Lineman Rodeo Committee

Judge's Name : \_\_\_\_\_

Phone: \_\_\_\_\_

E-mail address: \_\_\_\_\_

Company Name: \_\_\_\_\_

Shirt Size:    S    M    L    XL    XXL

Event Preferences: (We will attempt to get you in a preferred event, but no guarantees):

1: \_\_\_\_\_

2: \_\_\_\_\_

3: \_\_\_\_\_

**Mail this form to: Northwest Pacific Lineman Rodeo Association  
17200 NE Sacramento St.  
Portland, OR 97230  
ATTN: Jeremy Barr**

**Note: All judges must wear proper PPE**

# Pacific Northwest Lineman Rodeo

## JULY 23, 2022 Vendor Registration

The Northwest Pacific Lineman Rodeo, sponsored by PGE, PacifiCorp, Clark PUD, IBEW Locals 125, Local 659, Local 77, Lewis County PUD, and planning committee would like to thank you for your participation and interest in this year's event. The 2021 Lineman's Rodeo will again be held at:

Portland General Electric's Linneman Substation  
3490 W. Powell Blvd.  
Gresham, OR 97230

**The Vendor Fee for this year's rodeo is \$150;** door prizes are greatly appreciated as they are raffled off throughout the day. Spaces may be limited, so please reply prior to July 12, 2022.

Tents (12' x 12') are available for extra door prizes, but at a limited supply on a first-come first served basis. You may bring your own, but we can only set them up as room allows.

**Availability is limited, reserve as soon as possible at:**

<https://www.pacificnorthwestlinemanrodeo.org/home-page/registration/>

Electricity is **very limited**, and will be available also on a "first-come first-served" basis, so please indicate if you will require it at your booth. Should you have any special requirements, please contact us and we will make every effort to accommodate your requests.

The contact for Vendors is:

**Joel Wallace**

Portland General Electric

503-703-4307

E-mail: [pnwlinemanrodeo@gmail.com](mailto:pnwlinemanrodeo@gmail.com)

Any equipment, trailers, tents, etc. must be set up by **early afternoon** on Friday, July 22 2022. Security will be provided by the Committee Thursday evening through Sunday morning.

Opening Ceremonies begin at 8:00a.m. We look forward to seeing you and again thank you for your interest.

*Pacific Northwest Lineman Rodeo Association Planning Committee*

# Pacific Northwest Lineman Rodeo

## *General Questions and Answers*

1. **Who is qualified to enter and what is a Team?** A Team consists of two Journeyman Linemen, one groundman, **and a judge**. The groundman may be a Journeyman Lineman, but remains the groundman for all events. If a competitor is hurt, he/she will be out of the competition for the remainder of the events. The Team can then substitute an alternate Journeyman as his replacement. The groundman may, with the Chief Judge's approval, be an alternate, but he must also be a Journeyman Lineman.
2. **Will any events be in aerial buckets?** No!
3. **May the simulated "hot" events be rubber gloved?** No. Gloves must be worn only when a Lineman breaches minimum clearances, unless otherwise specified. All "hot" events, unless stated otherwise, are simulated 12.5kv, and must be worked with sticks.
4. **What will we be scored on?** You will be scored on Safety practices, work practices, equipment handling, neatness, and a timely competition of each event.
5. **Who will be the judges?** Utility Supervisors, Journeyman Linemen, working or retired, will be the event judges.
6. **How many judges will there be for each of our events?** Except for the Speed Climb and Rescue, all events will have only one judge per Team or Apprentice. They may have two judges, if available, to get a correct and average time.
7. **Will there be cause for immediate disqualification?** Yes. Bad or unruly conduct, and consumption of alcohol during competition are grounds for disqualification.
8. **Do we have to furnish any tools?** Yes. You will need hooks, belt, hard hat, safety glasses, fall restraints, long sleeved shirts, hand tools, rubber gloves, and hand-lines for 45' poles. We will provide the hand-lines for the High-line event, if desired, and the Hurt-man Rescue. Though we will provide hot line-tools and cover up equipment for most events, for Teams that were unable to ship their own, supplies may be limited. You are welcome to bring your own tools, as long as they are not modified in any way.
9. **Can I use custom or homemade tools?** Any tool used on a conductor, simulated "energized" or not, must not be custom made or modified in any way. Any questionable hot-line tool may need approval of the Event Judge, and may be subject to identification in Manufacturer's Catalogs available on hand. Glove bags, stick bags, tool holders, etc., may be modified or customized, and are subject to approval of the Master Judge.
10. **Will there be bleachers available at the Rodeo grounds?** No, more tents for shade was opted for instead. It would be a good idea to bring your own chairs, if desired.
11. **Will refreshments be available?** Food arrangements for the 2022 Rodeo are currently under discussion. More details will be published when available on the [Rodeo Web Site](#)

- 12. Can we stay on the Rodeo grounds?** Yes, provided you have self-contained camping equipment. Security will be provided Thursday evening through Sunday morning. Spaces, however, are very limited. **FIRST COME FIRST SERVED.** No reservations.
- 13. Can we ask our judge questions?** Yes, but only prior to the start of the event. You may not question him once your time has started.
- 1. What happens when our judge is from my area or company?** You must request another judge.
- 15. May I contest a call if I disagree with a deduction?** Yes. You may contest a call with the Chief Judge of your event, and the Event Judge, if necessary, without consequence.
- 16. A first aid station and paramedics will be on the grounds throughout the day.**
- 17. Will video footage be allowed to settle disputes?** NO!
- 18. Can I use Velcro straps on my climbers?** Yes, if they are used as manufactured, and not modified in any way.
- 19. Are Team shirts required?** No. Only long sleeved shirts are required.
- 20. Can an apprentice be a groundman on a Rodeo Team, while still competing in the Apprentice competition?** NO! Time does not allow that.
- 21. Is there a minimum hot-stick length?** Yes; 6' sticks are the minimum lengths, unless otherwise specified.
- 22. Is the groundman the safety watch?** No, the Judge is the safety watch.
- 23. If I am the groundman on a Team, can I climb in the Hurt-man rescue or Speed climb if I hold a Journeyman's card?** No, the designated groundman remains so during all events, except as noted in Question 1, above.
- 24. Our area has a person who would like to volunteer as a judge, although he is not a Supervisor, past participant, or a Journeyman Lineman. Can he still be a Judge?** He may not be a judge, but volunteers are always needed for the Rodeo in staging areas, Hurt-man rescue, and other areas.
- 25. Is it important to provide a judge from my area?** Yes. Each team is required to bring at least one judge or the team will receive a penalty on their final score. It places a real hardship on local utilities and contractors to provide half of the judges needed. We encourage all Teams to bring as many judges as they can. It is important, however, that all judges be at the Friday night judges meeting to give input, discuss methods and work practices, and set common guidelines for judging the competition.
- 26. Are safety glasses required in all events?** Yes. Although the competition grounds are not energized, all applicable safety practices must be observed as if it were.
- 27. I still have a single locking safety belt, will they be allowed?** No. OSHA Regulations disallow them now. Full fall arrest is required for all climbing events.

28. **Can we run a hand-line while the Linemen are working?** Yes, but only if they are safe-tied in, and not ascending or descending the pole.
29. **If a lineman is climbing, can the other lineman secure the hand-line to stop movement, and the groundman hang something on it?** Yes, as long as the hand-line is not “running,” and does not interfere with the other climber.
30. **If we contest a call, will we receive a deduction?** No. However, you **MUST** satisfy your contested call with the Event Judge, or the Master Judge if necessary, before **LEAVING THE EVENT AREA**. After leaving the area, the call stands and will be recorded in the Scoring trailer.
31. **If we feel we have not been scored correctly, can we notify the person doing the recording in the Scoring trailer?** NO!! Absolutely no contestants are allowed in the Scoring trailer, as it has posed a problem in the past. **Once you leave your event, your score and time stand as is!!!**
32. **As a judge do I need to bring anything?** Yes. Proper work wear – hard hats, glasses & footwear. If you have a stopwatch, you should bring that. We will provide them, but on occasion they may quit sometime during the day!

# SCORING GUIDELINES

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1. Scoring will be judged for:
  - √ Safety
  - √ Work Practice
  - √ Neatness and Ability
  - √ Equipment Handling
  - √ Timely Completion of the Event
2. Time will be used only as a tiebreaker.
3. Total number of events
  - Team: 5 (five)
  - each Apprentice: 4 (four)
  - each Pre-apprentice: 3 (three)
4. Each event is worth 100 points.
5. For each event, the Teams, Apprentice, or Pre-apprentice with the highest score (100 points) shall determine the winner. In the event of a tie score, the Team, Apprentice, or Pre-apprentice with highest score **AND** the fastest time in that same event will be determined the winner.
6. There will be **no bonus** points for placing 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> in any event.
7. Upon completion of all events, the Team, Apprentice, or Pre-apprentice with the highest total points will be determined the Overall Champions of the Rodeo. In the event of a tie score, the Team, Apprentice, and Pre-apprentice with highest total points **AND** the lowest total time will be determined the Champions.

As not all Apprenticeship programs are consistent in length, you will have a place on your registration form to indicate the number of months you have been in the program, as well as the total length of your program. The category you are placed in will be based on **one-third of your overall program length**.

**NOTE: APPRENTICES MAY BE REQUIRED TO VERIFY THEIR LENGTH IN A PROGRAM VIA SUPERVISOR, INSTRUCTOR, ETC. LATE REGISTRATION MAY AUTOMATICALLY PLACE AN APPRENTICE IN THE “THIRD STEP” CATEGORY.**

# JUDGING GUIDELINES

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The Pacific Northwest Lineman Rodeo Committee sets forth the judging guidelines listed below. Each event will be worth a total of 100 points.

All safety rules are to be observed during events. (See the following list for some of the point deductions. For additional deductions, see individual event descriptions, as well as questions and answers.)

## **INFRACTIONS - 2-POINT DEDUCTION**

- Lose hard hat.
- Not wearing safety glasses.
- Dropping tools or equipment.
- Burnouts.
- Hot-dogging.
- Hand-line operation, unless otherwise noted in an event, while climbers are ascending or descending a pole, or unsafe-tied.
- Misuse of rubber.
- Second man starts climbing while the first man is still climbing.
- Twisted hand-line operation without attempts to correct it.
- Not wearing OSHA-approved Lineman's belt.
- Poor housekeeping.
- Lack of communication.
- Exceeding the mean time to complete an event, exceeding the "Drop-dead" time.
- Climbers ascending or descending at the same time.
- Long sleeved shirts are required. OSHA rules will apply. Journeymen should know what to use and what to wear. If shirt has buttons on the sleeves, they must be buttoned. Sleeves can't be pushed or rolled up.
- Dropping hand-line before one Lineman is on the ground: hand-line could be the lifeline.
- Rescue dummy not hitting the ground in a gentle, controlled manner.
  - Breaking minimum clearance rules.
  - Improper use of fall restraint.
  - Not arriving within 20 minutes to next event.

## **GENERAL RULES - 10-POINT DEDUCTION**

- Accidental contact with phases.
- Working opposite phases.
- Throwing materials or tools off poles.
- Rescue dummy free falling to the ground or otherwise, in the Judge's opinion, is "out of control" of the rescuer.

# RULES

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1. Burnout/Cutout/Fall - Maintaining at least one hook in the pole, and staying in control doesn't constitute a burnout, cutout or fall. A 2-point deduction will result in a situation where control is lost and/or both Gaffs leave the pole causing the climber to drop or fall.
2. Excessive grabbing onto braces, arms or hardware to assist a climber when positioning themselves on a pole will result in a 2-point deduction.
3. Failure to wear proper safety equipment correctly such as hard hats, safety glasses, long sleeved shirts with sleeves rolled up, and unbuttoned or buckle straps not tucked in will result in a 2-point deduction.
4. Tarps laid on the ground for purpose of laying hot sticks may be walked on with no penalty. Walking on tarps with gaffs on, **covered or not**, will result in 2-point deduction
5. Any item dropped, unless otherwise noted, will be a 2-point deduction, unless otherwise noted.
6. When simulating "HOT" events, the work being performed must not cause excessive shaking of the pole or conductors; excessive shaking MAY result in a 2-point deduction.
7. Judging of the Hurt-man Rescue event does not stop once the dummy is on the ground, the rope slack. Though the time has stopped, contestants may still receive deductions for mishaps that occur while re-hanging the dummy and descending the pole. Please read guidelines thoroughly; they may have changed.
8. Judges are responsible to oversee that the dummy is properly re-hung for the next contestant.
9. Any Team member who persists on gathering information from a Judge, heckling or arguing a point, will be urged once to drop the issue. Failure to do so may result in up to a 5-point deduction.
10. Teams that fail to report to event stations after being summoned twice may forfeit that event and receive no points. Discretion may be used by the Chief Judge of the event.
11. Each event will simply begin as follows: When the Team/Apprentice tells the Judge they're "READY", time starts when the Judge says, "GO."
12. All hot-sticks are to hang on approved hot stick hangers or be in bags with the exception with sticks that lock on, unless otherwise specified.
13. No power tools, hydraulic, electric or otherwise, are allowed.
14. When applying cover and rubber, only standard practices are acceptable. No taping or tying of cover is allowed.
15. Multiple dings apply against safety issues only! When a safety violation is broken multiple times, the proper amount of points will be deducted. Example: A Journeyman breaches proper clearances three times that will result in a total of a 6-point deduction.

16. Unless otherwise noted, failure to complete an event within the mean time is a 2-point deduction.
17. An additional 5 minutes after the mean time will be the “DROP-DEAD” time. At this point, the judge will stop your time and have you re-assemble the station to its original condition and you will receive an additional 2-point deduction. Though time has stopped, keep in mind that you can still receive deducts for dropping anything, cutouts, or other rules that apply to a “dead” event.
18. It is your responsibility to make sure your score book is filled out and paperwork turned in before leaving stations.

LISTED ABOVE ARE ANSWERS TO COMMONLY RAISED QUESTIONS,  
THESE ARE ONLY SOME OF THE DEDUCTIONS. ALSO SEE EVENT  
DESCRIPTIONS, QUESTIONS & ANSWERS, ETC.

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# JOURNEYMAN HURT MAN RESCUE – SIMULATED HOT ON 40' POLE

Mean Time: 3 minutes

This will be a three-man team event with all three contestants participating at the same time and at the same station. If feasible, there will be two judges will be assigned to each team. One judge will be the initial responder to the emergency call and the other will run the stopwatch and observe the team for infractions. Both judges can deduct points from a team. Time starts at the judge's signal "GO". This event simulates that a man has been injured while working on a crossarm.

There are 2 poles for this event: One pole will have a crossarm with a cutout "feeding" to the adjacent pole. There will be a shotgun hanging in the fuse barrel, with a switch-stick, or similar, attachment on the opposite end. The second pole will have a single line arm, with a rescue mannequin hanging from the braces. A hand line with an Ox-block will be hanging from the crossarm.

The linemen's belts and hooks will be hanging on a structure simulating hanging in a truck bin.

Rubber gloves are inside the glove bags at the start of the event and are required for the climbers. Rubber gloves are required for the climbers until the electrical hazard is cleared. Rubber gloves are required for the groundman, only if he touches the rope or pole before the cutout is open.

When the judge says "Go", both climbers can take their tools to the respective poles and begin putting their tools on, and the groundman must read the supplied script to the judge. The climbers **MUST** put their tools on **INSIDE** of the circle around each pole.

One climber must climb the pole with the cutout, invert the shotgun, and open the fuse using the supplied attachment. The other climber must ascend the other pole to rescue the mannequin with the Ox-block. Once the script has been read and repeated by the "Dispatcher", he can assist with the rescue.

The hurt man may be lowered in any manner as long as he has a controlled descent and does not hang up on anything.

The mannequin shall be tied under the arms with three half hitches. That will be the only acceptable knot.

The linemen on the poles must call out "Headache" loudly if any item is dropped.

The "insert" is the only item to be cut. There will be a 10-point deduction for cutting the belt in the wrong place.

If the mannequin is moved smoothly to the ground, contacting the pole is acceptable. Judges will have the discretion to judge how well the mannequin is lowered

Mannequin initial contact with ground must be within the work area circle.

Time is over when the mannequin is on the ground and the rope is slack. Ground man must signal slack in the rope.

The ground men will assist in hanging the hurt man mannequin for the next team.

Exceeding 3 minutes to complete the event will result in a two-point deduction.

Judges use a 3" PVC conduit between the rope and the mannequin to evaluate the spacing in the rope knot.

## **Journeyman Hurt Man Rescue Script**

**Contestant:** Truck 4952 to the Dispatcher... "WE HAVE A MAN DOWN EMERGENCY."

**Judge:** Dispatcher to Truck 4952... "I UNDERSTAND YOU HAVE A MAN DOWN EMERGENCY."

**Contestant:** Truck 4952... "THAT IS CORRECT. WE ARE LOCATED AT 3490 WEST POWELL LOOP AND WE HAVE A MAN DOWN. WE ARE BEGINNING POLE TOP RESCUE, AND NEED AN EMERGENCY MEDICAL TEAM DISPATCHED IMMEDIATELY."

**Judge:** "THIS IS THE DISPATCHER. I UNDERSTAND THAT YOU ARE LOCATED AT 3490 WEST POWELL LOOP AND NEED EMERGENCY MEDICAL AID."

**Contestant:** Truck 4952... "THAT IS CORRECT".

**Judge:** Dispatcher to Truck 4952... "EMERGENCY MEDICAL AID IS ON ITS WAY."

**Contestant:** Truck 4952... "I UNDERSTAND THAT EMERGENCY MEDICAL AID HAS BEEN DISPATCHED. THANK YOU AND OUT."

**Dispatcher:** "10-4. WE WILL BE ON STANDBY IF YOU NEED US...OUT."

### **2-POINT DEDUCTIONS:**

- Breaking minimum safe work clearance of 2'2"
- A Team member not making the emergency call, after Judge says, "GO"
- Team member making emergency call, not making correct call
- Not using the Ox-block in the correct manner
- Not calling out "Headache!" or appropriate warning, if anything is dropped
- Not having knife back in sheath before letting mannequin down, if performing rescue alone
- Mannequin hitting pole excessively on the way down
- Poor Team communications
- Not using switch stick, or other, attachment on shotgun to open the fused cutout
- Contacting a phase with the hand-line rope, even if you are wearing rubber gloves
- Dummy not hitting the ground in a gentle, controlled manner
- Not using fall restraints
- Not arriving within 20 minutes of the previous event.

### **10-POINT DEDUCTIONS:**

- Dropping mannequin
- Cutting Bashlin Belt #57-N in the wrong place
- Incidental contact of dummy before primary is cleared
- Contacting a phase with the hand-line rope while anyone *in contact* with the rope is **NOT** wearing rubber gloves
- Dummy hitting the ground in what the Judge would consider “out of control,” further injuring the victim
- Rescuer contacting the mannequin before the cutout gate is opened
- Groundman contacting the rope without rubber gloves before the gate is opened.

### **MATERIALS PROVIDED:**

- Hand-line
- Pole Mannequin
- Shotgun with attachment
- Portable radio
- Work Order
- Load dispatcher (Judge)
- Simulated line truck (where tools will be hung)

## **QUESTIONS & ANSWERS FOR HURT-MAN RESCUE**

Q: If the line is still hot, is the rescue pole considered energized?

A: Yes.

Q: Must I use the attachment to open cutout?

A: Yes.

Q: Where is the mannequin belted?

A: Above the crossarm braces.

Q: Where is the hand-line hanging?

A: On the crossarm, approximately 12" in from the outer insulator.

Q: Will I be required to cut the skid to complete rescue?

A: No.

Q: Does my knife have to be returned to its sheath before letting the dummy down?

A: Only if you are letting the mannequin down by yourself.

Q: Will we be able to handle the hand-line before the electrical contact has been cleared?

A: Yes, with proper safety procedures.

Q: How much time do we have to complete the rescue?

A: 3 minutes to have slack in the rope.

Q: Must rescuers wear rubber gloves?

A: Yes, if participating in the rescue, until the hazard of electrical shock has been cleared.

Q: Can we let the dummy free fall to the ground?

A: No, he must be kept in control at all times. He may brush the pole on the way down, but if he hits the pole or ground too hard, in the Judge's opinion, you could receive a 2-point or 10-point deduction. (See Judging Guidelines)

Q: Does the climber opening the cutout have to remove the "high" side.

A: No.

# JOURNEYMAN TEAM POLE CLIMB

## PLEASE READ THOROUGHLY!!!

Both linemen will start with their tools on. Each Lineman will have a small grunt bag with their own egg in it. Their belts must be snapped into the D-rings, **not in their hand or around the pole!** They shall start at arms-length away from **two** adjacent poles, approximately **20 feet apart**.

### **Fall-restraint adjustment will be closely monitored to insure proper use**

The purpose of the event is for each Lineman to follow the guidelines exactly, climbing safely and professionally.

1. When the Linemen signal the Judge they are "READY", time starts when the Judge says, "GO."
2. Both Linemen must climb poles with an egg in bucket. No padding may be added. They must carry the bucket in their mouth.
3. There will be a mark near the top of the poles and a J-hook. Each Journeyman **MUST** stop with their Safety belts **ABOVE** that mark.
4. They can temporarily store the bucket on J-hook, drop it, or keep it, it is their choice. Once they have reached the top, the Linemen must exchange eggs. They may carry the eggs down in their mouth **OR** in their grunt bags.
5. **If not using the bag to carry the egg down, the bag MUST be dropped at some point.** No "headache" or warning is required to drop the bag at this point.
6. Both Lineman must descend their poles in a controlled manner.
7. Time stops when both Linemen touch the ground.

### **2-POINT DEDUCTIONS:**

- Cutouts, slips, or falls  
Leaving a bucket at the top of the pole
- Not being safetied above the mark at the top of the pole.
- Failure to use **PROPERLY ADJUSTED** fall restraints
- Not arriving within 20 minutes of your previous event.

### **5-POINT DEDUCTION**

- For each cracked or broken egg

### **MATERIAL PROVIDED:**

- 2 - Small Grunt bags
- 2 - Raw Grade A medium eggs

## **QUESTIONS & ANSWERS FOR POLE CLIMB:**

Q: I wear false teeth. Can I take them out while participating?

A: No.

Q: A Grade A medium egg won't fit in my mouth. Can I use a smaller egg?

A: No. Only Grade A medium eggs will be used.

Q: Do I have to wear rubber gloves during this event?

A: No, but leather gloves are required.

Q: Can I start over if my egg breaks in the bucket on the way to the pole?

A: No. Once the Linemen have chosen their eggs, the eggs are then the team's responsibility.

Q: If I just drop my bucket, and it doesn't land on the chips, will I receive a deduction?

A: No, not if you simply dropped it. No throwing or tossing of the bags is allowed, and will be a deduction.

Q: What if our egg hits the ground and doesn't break?

A: Complete your task as required. There will be a 2-point deduction for dropping your egg, plus the deduction for a broken egg.

Q: What if the egg is broken by the Lineman while ascending the pole?

A: He/she must dump the broken egg out on the ground, retrieve his teammates egg, and proceed with the event as indicated. They must call "Headache", or some proper warning, before dumping the egg. Failure to give warning will be a 2-point deduction.

# JOURNEYMAN POLE TRANSFER

Mean time: 20 minutes

## ALL JOURNEYMEN WILL BE REQUIRED TO WEAR FALL RESTRAINTS.

1. This is a simulated 1-phase 7200Kv event.
2. **Construction:** 40' pole, single-phase primary, #2 ACSR will be in tied in on a ridgetop pin and insulator. There will be a small transformer approximately 4' below the primary, with the neutral on an upset bolt just below that. A pole-mounted cutout will be connected the transformer and a stirrup on the line. There will be a hold-down stake, or eye, to tie back the primary conductor if needed.  
  
Approximately 2½' – 3' away, in line with the pole, will be another 40' pole. There will be a plastic line cover on the conductor at the new pole.
3. The team must de-energize the transformer, and using proper procedures transfer everything to the new pole. Upon completion, re-energize the transformer and send all tools to the ground. The line cover will remain on the line protecting the remaining pole.
4. Both Journeymen may start with their tools on. Time starts when the team is ready and the judge says "Go".
5. The Team has the option to cover the neutral, or float it out of the way with the rope provided.
6. The first climber must carry the hand line. The hand line may be tied above the neutral as long as minimum clearance distances are maintained. However, neither climber be may be safety-tied above it, unless it is **covered** or **moved** out of the way. The second climber can begin climbing when the first is at his work station.
7. The team must then use the tools provided, using the proper procedures, to take the transformer off-line. They must then transfer everything and put the transformer back in service.
8. They must then lower all tools to the ground and descend the pole. **Note: At no time neither Journeyman can be safety-tied ABOVE the neutral when it is attached to the pole uncovered.**
9. Time stops when all tools and ropes are on the tarp, and the last climber touches the ground.

## MATERIALS SUPPLIED:

- 2- Shotguns
- 2- Tag lines
- 2- Rubber line covers
- 1- Rubber hood or blanket
- 1- Rotary prong tie stick
- ALL replacement hardware needed for transfer
- 2- Precut tie wires
- 1- Line cover
- 1- Switch stick
- 1- Handline
- 1- Material bag
- 1- Link stick (for hold down rope)
- 1- Transformer gin

## QUESTIONS AND ANSWER

Q: Do we have to replace all the hardware?

A: NO. Though new hardware will be provided, you have the option to replace or re-use the existing hardware. Only the transformer MUST be reused.

Q: What procedure is required to take transformer off-line?

A: 1. Open the cutout.  
2. Check for backfeed.

Q: Do we have to use a simulated "Dispatcher" to begin the process?

A: NO.

Q: Must we cover the neutral?

A: Only if you choose not to tag it out. Do not be safety-tied above the neutral while it is pinned and uncovered.

Q: Can we rig the hand-line above the neutral on either pole?

A: YES, as long as minimum clearance is maintained .

Q: Will we be required to use both line covers?

A: NO. Only if breaking MAD distances.

Q: Must we wear rubber gloves?

A: Only if breaking Minimum Clearance rules.

Q: Must we lower the transformer to the ground?

A: No.

Q: Can we use the hand-line to lower and raise the transformer?

A: Yes, you may use the **extra** hand line, as it will be light enough to do so. Remember, you should have your own hand line per General rules. The extra hand line is provided for the transformer.

Q: Do we have to brush the connections?

A: ALL connections must be simulated brushed

Q: Will we be replacing transformer or cutout leads?

A: NO. The transformer will simply touch the ground, and go right back up.

# JOURNEYMAN CUTOUT INSTALLATION

Mean Time: 14 Minutes

1. This is a simulated 12.5Kv event, and proper tools and procedures must be used.
2. **Construction:** 40' poles, #2ACSR/45 MIL Tree wire and #2ACSR bare wire double-dead-ended on 8' double arms. The tree wire conductor is considered energized, the bare wire de-energized but not grounded. The neutral will be 4' down on an upset bolt.
3. The team will be required to skin the tree-wire conductor 18" – 24" from the dead-end shoe, install the cutout with stirrups, and close the cutout.
4. The groundman must use the 3/8" rope provided and throw it over the neutral. When the first Lineman unpins the neutral, the groundman must use the stake provided to tag it securely out of the way. A tie down stake will be provided. *The hand-line may be tied above the neutral at this time. NOTE: Though the linemen may climb while the rope is being thrown, any contact by the rope will be a deduction.*
5. The Linemen must use the tools provided to skin the tree wire, install the cutout and jumpers.
6. Once installed, they must lower all tools to the ground, except the shotgun, and re-pin the neutral. **The hand line can be above the neutral except when the cutout is closed.** They must tie the hand-line below the neutral and close the cutout with the shotgun. The linemen must be below the neutral before the neutral is pinned, and the hand line must be below the neutral before the cutout is closed.
7. Time stops when the cutout is closed.
8. They must then remove the cutout and hardware, pull the tree wire using the grip provided, re-dead-end it in the shoe, cut the excess tail, and send all materials to the ground. The groundman can cut slack in the wire at the adjacent pole and sag it upon completion.
9. Though time has stopped, all safety infractions (drops, slips, etc.), will still apply until both Linemen are on the ground.

## **MATERIALS SUPPLIED:**

- |  |               |
|--|---------------|
| 1- Material bag                              | 1- #2 Grip    |
| 1- Tag line rope                             | 1- Hand-line  |
| 1- Shotgun                                   | 1- Line cover |
| 1- Cutout w/ jumpers, hot-taps, and stirrups |               |
| 1- "Hot" knife on a stick                    |               |

## **QUESTIONS AND ANSWERS:**

Q: Do we have to tag out the neutral?

A: Yes.

Q: Can we safety above the neutral before it is tagged out?

A: NO.

Q: May we hang the hand-line above the neutral before it is tagged out?

A: YES. However, MAD rules will apply.

Q: Can the first Journeyman hang the hand-line while the second is climbing?

A: Yes, as long as it doesn't interfere with the second climber.

Q: Must we use rubber gloves?

A: Only if breaching minimum clearance.

Q: Must we use the skinning knife provided?

A NO. You may bring your own. It MUST be a knife manufactured by any "hot-line tool" supplier, adaptable to a "universal" attachment or shotgun. Absolutely NO home-made knives or attachments allowed.

Q: Can both Journeymen work at the same time?

A: Yes, as this has long been a Rodeo practice. The judge is your safety watch.

Q: Will we need to cut the tail of wire after re-dead-ending it?

A: YES. Bring the tail down with you or send it down in the bag.

Q: Can the groundman throw the rope over the neutral while the Linemen are climbing?

A: Yes, but he must not interfere with the climbers! If the rope touches a climber, there will be a 2-point deduction.

Q: Can the linemen begin work while the groundman is throwing the rope?

A: NO. They may only ascend the pole and safety below the neutral until it is tagged out.

Q: Can the insulation pieces fall to the ground?

A: YES. Please pick them up when your event is complete.

Q: Must we use the material bag to send parts up and down the pole?

A: NO. Just transport your tools and materials in a safe manner.



# ALL APPRENTICES and PRE-APPRENTICES

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SCORE	DEDUCT		SCORE	DEDUCT		SCORE	DEDUCT		SCORE	DEDUCT
96-100	0 gigs		71-75	10 gigs		46-50	20 gigs		21-25	30 gigs
91-95	2 gigs		66-70	12 gigs		41-45	22 gigs		16-20	32 gigs
86-90	4 gigs		61-65	14 gigs		36-40	24 gigs		11-15	34 gigs
81-85	6 gigs		56-50	16 gigs		31-35	26 gigs		06-15	36 gigs
76-80	8 gigs		51-55	18 gigs		26-30	28 gigs		00-05	38 gigs

## APPRENTICE WRITTEN TEST

The written exam will consist of 50 questions.

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You will be directed to the written exam location on the day of the Rodeo.

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**In order to keep the written tests a viable part of the Rodeo, yet not continually have it appear to be a deciding factor in overall results, we will modify the scoring method this year. You shall receive a standard 2-point deduction, off of your initial 100 points, for each 5-point reduction of your test score. See Scoring Guideline.**

# APPRENTICE HURT MAN RESCUE – 40' POLE

Mean time: 3 minutes

**Construction:** 8' cross arms with wood braces. 40' Class 4 poles.

Time starts at the judge's signal with the apprentice standing at an arm's length from the pole wearing work gloves. The apprentice's belt and hooks will be lying on the ground beside him an arm's length from the pole, safety strap snapped into D-ring and belt unbuckled. Gaff guards must be on the hooks.

No belt will be allowed to be placed on or around the pole.

Rubber gloves will be properly stored in their bag, with lid snapped or closed.

Rubber gloves will be required until the rescue is complete and time stops.

The hurt man will hang in the center of the pole on the cross arm side, with both ends of the safety belt through the braces. The handline could be hung on either side of the pole.

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.

1. Time starts when the Apprentice is ready and the Judge says "Go".
2. The Apprentice must put on his tools and rubber gloves, ascend the pole, and rescue the mannequin.
3. They must split the handline and drop the sheave, and must yell "headache" when doing so. The sheave must land near the base of the pole and cannot be tossed.
4. The handline must make 1 complete loop around the arm, then tied under the armpits as normal.
5. Cutting the belt insert ONLY, they must lower the mannequin to the ground in a controlled manner. The mannequin must land smoothly on the ground.
6. Time stops then the rope is slack and the Apprentice calls "Time".
7. Using a length of 3" PVC conduit between the rope and mannequin, judges will evaluate the rope knotted around the mannequin.
8. **Although time has stopped, safety rules still apply until the Apprentice is on the ground and unbelted.**

# APPRENTICE POLE CLIMB

The purpose of the event is to follow the guidelines exactly, climbing safely and professionally.

1. When the Apprentice is standing at arm's length from the pole and tells the Judge he is "READY", time starts when the Judge says, "GO."
2. Climb pole with egg in bucket. Only the egg is allowed in the bucket; no padding may be added.
3. Remove old bucket and *drop it to the base of the pole*.
4. Put egg in mouth; hang bucket on J hook.
5. Climb down without breaking egg.
6. Time stops when first foot hits the ground.
7. No free-fall or hot-dogging. Apprentice must be in control at all times. One hook must be in the pole at all times.

## **DEDUCTIONS:**

- 10-Point deduction for a cracked egg
- See General Rules, Judging and Scoring guidelines for other deductions
- Not arriving within 20 minutes of your previous event.

## **MATERIAL PROVIDED:**

- 1 - Small Grunt Bag
- 1 - Raw Grade A medium egg

## **QUESTIONS & ANSWERS:**

Q: I wear false teeth. Can I take them out while participating?

A: No.

Q: A Grade "A" medium egg won't fit in my mouth. Can I use a smaller egg?

A: No. Only Grade "A" medium eggs will be used.

Q: Do I have to wear rubber gloves during this event?

A: No, but leather gloves are required.

Q: Can I start over if my egg breaks in the bucket on the way up to the pole?

A: No. Once the Apprentice has chosen their own egg, the egg is then their own responsibility.

Q: If I just drop my bucket, and it doesn't land on the chips, will I receive deduction?

A: Not if you simply dropped it. No throwing or tossing of the bags is allowed.

# APPRENTICE RELAY EVENT

Mean time: 18 minutes

**Construction:** There will be a 40' pole with, among other items, a cutout installed, and a primary and neutral to another pole. There will be a conductor on the ground "soft-sided" at another pole with a weight attached of approximately 80lbs.

1. The Apprentice will have 4 steps to complete the relay:
  - A. You must throw the 3/8" rope over the neutral conductor and secure it to the tie-down stake provided.
  - B. Properly weave a set of slack blocks with the correct eye splice.
  - C. Use the blocks to pull and dead-end the provided conductor with weight remaining 12"-18" above the ground.
  - D. Remove, refuse, reinstall and close the cutout gate with the extendo stick provided.
2. Time starts when the Judge says "GO".
3. Time stops when the cutout gate is closed.
4. The Apprentice will then open the cutout gate, retract the extendo, let the conductor down to the ground, and retrieve the tag line rope.
5. The judge will inspect the blocks for correctness while the Apprentice puts all tools and materials where they originated.
6. You may complete the tasks in any order except for the fuse change. That will be the last step.

## **MATERIALS PROVIDED:**

- 1- Set of slack blocks with 20' of rope
- 1- 3/8" tag line
- 1- Dead-end grip (Type TBD)
- 1- Fuse link
- 1- Roll of vinyl tape
- 1- grip
- 1- Extendo stick

## **QUESTIONS AND ANSWERS:**

Q: Must I wear gloves during this event?

A: YES. You must wear gloves for all phases EXCEPT while weaving the blocks.

Q: What are the requirements for the slack blocks?

A: Must have the correct weave through the blocks.

The eye must have a maximum 1" inside measurement on the inside.

The eye must have the initial tuck, plus 3 more tucks in the weave.

The tails shall be no longer than 1/4".

Q: Must I wear safety glasses while weaving the blocks?

A: YES, at all times during the event.

# LINEMAN PRE-APPRENTICES

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Again, ALL Apprentices and Pre-Apprentices must take their written exam as their first event of the day, immediately after opening ceremonies are concluded.

## **PRE-APPRENTICE POLE CLIMB**

**SEE RULES FOR APPRENTICE POLE CLIMB.**

# PRE-APPRENTICE RELAY EVENT

Mean time: 18 minutes

**Construction:** There will be a 40' pole with, among other items, a crossarm installed, and a primary and neutral to another pole. There will be a conductor on the ground "soft-sided" at another pole with a weight attached of approximately 80lbs.

1. The Pre-apprentice will have 4 steps to complete the relay:
  - A. You must throw the 3/8" rope over the neutral conductor and secure it to the tie-down stake provided.
  - B. Properly weave a set of slack blocks with the correct eye splice.
  - C. Use the blocks to pull and dead-end the provided conductor with weight remaining 12"-18" above the ground.
  - D. Frame a crossarm and, using the handline provided, pull it to the top of the pole above the tape mark provided, and lower it to the ground.
2. Time starts when the Judge says "GO".
3. Time stops when the arm touches the ground.
4. The Pre-apprentice will then disassemble the arm, let the conductor down to the ground, and retrieve the tag line rope.
5. The judge will inspect the blocks for correctness while the Apprentice puts all tools and materials where they originated.
6. You may complete the tasks in any order except for the crossarm. That will be the last step.

## **MATERIALS PROVIDED:**

- |   |                              |
|---|------------------------------|
| ▪ 1- Set of slack blocks with 20' of rope | 1- Roll of vinyl tape        |
| ▪ 1- 3/8" tag line                        | 1- grip                      |
| ▪ 1- Dead-end grip (Type TBD)             | 2- Pins and insulators       |
| ▪ 1- Crossarm                             | 2- Braces and carriage bolts |

## **QUESTIONS AND ANSWERS:**

Q: Must I wear gloves during this event?

A: YES. You must wear gloves for all phases EXCEPT while weaving the blocks.

Q: What are the requirements for the slack blocks?

A: Must have the correct weave through the blocks.

The eye must have a maximum 1" inside measurement on the inside.

The eye must have the initial tuck, plus 3 more tucks in the weave.

The tails shall be no longer than 1/4".

Q: Must I wear safety glasses while weaving the blocks?

A: YES, at all times during the event.