

32ND ANNUAL
**PACIFIC
NORTHWEST
LINEMAN RODEO**



**2026 Pacific Northwest Lineman Rodeo
Information Packet**

PACIFIC NORTHWEST LINEMAN RODEO

JULY 25, 2026

**SPONSORED BY: Portland General Electric, PacifiCorp, Clark Public Utilities and IBEW
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.**

The competition begins at 8:30 a.m.

A Team for the Lineman Rodeo consists of **four** participants: two climbing Journeymen, a ground man, **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 2026 Pacific Northwest Lineman Rodeo:

<p><u>JOURNEYMAN EVENTS:</u> Hurt-man Rescue Pole Climb Capacitor Change Out Glass Insulator Change Out with Tap Line High Line Event</p>	<p><u>APPRENTICE EVENTS:</u> Written Test Hurt-man Rescue Pole Climb Arrestor Change Highline Event</p>
<p><u>PRE-APPRENTICE EVENTS:</u> Written Test Pole Climb #2TX Extension & Sag</p>	
<p><u>ATTACHED ARE THE FOLLOWING:</u> Rodeo Agenda Competitors Registration Link Judges Registration Link Vendor Registration Link General Q&A</p>	<p>Scoring/Judging Guidelines/Rules Journeyman Team Events Apprentice Events Pre-Apprentice Events</p>

Rodeo Agenda

Friday, July 24, 2026

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 25, 2026

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

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

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 2026 Pacific Northwest Lineman Rodeo, please contact:

Joel Wallace	Portland General Electric	503-703-4307	Salem, OR
Rob Craig	NW Line JATC	971-288-8124	Vancouver, WA
Larry Becht	IBEW Local 77	509-750-6706	Grant County, WA
Jeremy Barr	PacifiCorp	360-904-6937	Battle Ground, WA
Kevin Freeman	PacifiCorp	971-347-8945	Portland, OR
Jackie Carter	Clark Public Utilities	503-730-8902	Vancouver, WA

For information on or questions on individual events or judging, please contact:

Jason Hiatt, Master Judge: Cell: 503-758-4761

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 14, 2026

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 2026 COMPETITOR
AND VENDOR 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 2026 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 24, 2026**. 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: Dave Rondeau

NOTE: All judges must wear proper PPE

Pacific Northwest Lineman Rodeo

JULY 25, 2026 Vendor Registration

The Northwest Pacific Lineman Rodeo, sponsored by PGE, PacifiCorp, Clark PUD, IBEW Locals 125, 659, & 77, and planning committee would like to thank you for your participation and interest in this year's event. The 2026 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 14, 2026**.

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

Any equipment, trailers, tents, etc. must be set up by **early afternoon** on Friday, July 24, 2026. Security will be provided by the Committee Thursday evening through Sunday morning.

Opening Ceremonies begin at 8:00 a.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 Pole 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 handlines for 45' poles. We will provide the handlines 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 were 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 2026 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.
14. **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 Pole 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 disallows them now. Full fall arrest is required for all climbing events.
28. **Can we run a handline 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 handline to stop movement, and the groundman hang something on it?** Yes, as long as the handline 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

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 1st, 2nd, or 3rd 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

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 handline before one Lineman is on the ground: handline 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

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 number 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 meantime 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.

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 cross arm.

There are 2 poles for this event: One pole will have a cross arm 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 will be hanging from the cross arm.

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 **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. 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.

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.

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

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 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:

- Handline
- Pole Mannequin
- Shotgun with attachment
- Simulated Line Truck (where tools will be hung)
- Portable radio
- Work Order
- Load Dispatcher (Judge)

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 cross-arm braces.

Q: Where is the handline hanging?

A: On the cross arm, 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 handline 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 controlled 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 W/ RAW EGG

PLEASE READ THOROUGHLY!!!

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

1. When the first Lineman is standing arm's length from the pole, with the raw egg in the bucket and the bucket in his mouth and signals 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 on J-hook and drop it to the base of the pole.
4. Put egg in mouth; hang bucket on J-hook.
5. Climb down without breaking the egg.
6. Once first lineman steps off of pole and unclips their belt, second lineman can clip-in and start climbing.
7. Second lineman repeats above steps and time stops when second lineman's first foot touches the ground.
8. Lineman must be in control at all times while ascending & descending pole.

2-POINT DEDUCTIONS:

- Cutouts, slips, or falls
- Failure to retrieve the bucket at the top of the pole
- Second Lineman begins to climb before the first lineman is clear of the pole
- Failure to use fall restraints
- Not arriving within 20 minutes to next event.

10-POINT DEDUCTION

- Cracked or broken egg

MATERIAL PROVIDED:

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

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 egg 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 Lineman has chosen their egg, the egg is their 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.

Q: When can the second lineman secure their belt and start climbing?

A: Second lineman must wait for first lineman to step onto ground and unclip their belt from the pole.

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.

JOURNEYMAN CAPACITOR CHANGEOUT

Mean time: 15 minutes

ALL JOURNEYMEN WILL BE REQUIRED TO WEAR FALL RESTRAINTS.

This is a simulated capacitor change out.

Construction: 45' pole, 3Ø tangent pole. A cutout arm will be mounted approximately 18" from the line arm with 3 load break cutouts attached to a cutout arm. 36" below will be a 3Ø regulator rack, with 3 regulators mounted to the pole. The neutral will be 12" below the rack.

1. Time starts when the judge says go. Climbers will ascend the pole; they will then open the load break cutouts with a shotgun. Then linemen will replace one of the three regulators while using proper procedures. Once regulator touches the ground it may be sent back up. Time stops when both linemen have cleared the pole and the cutouts are closed in with an extendo stick by the groundman.

MATERIALS SUPPLIED:

- 6ft ground
- Extendo stick
- 3-hard cover
- Grunt bags
- 2 Shotgun
- Hand line

QUESTIONS AND ANSWERS:

Q: Do we need to touch-ground the regulators?

A: Yes, a simulated 5-minute wait.

Q: Do both journeymen have to be on the pole when the grounding is being done?

A: Yes.

Q: Does everything need to go up and down the handline?

A: Yes.

Q: Can the lineman assist the groundman with placing the extendo stick in the eye of the cutout?

A: Yes, but both linemen need to be clear of the pole before the gate is closed

Q: Does the cutout need to be closed by the groundman?

A: Yes.

Q: Can more than one regulator at a time be sent on the hand line?

A: Yes. If it can be done safely.

Q: Do you have to clear the high sides of the cutouts?

A: Yes.

JOURNEYMAN GLASS INSULATOR CHANGE-OUT WITH TAP LINE

Mean time: 15 minutes

ALL JOURNEYMEN MUST USE FALL RESTRAINTS.

This is a simulated 12kV event and approved hot sticks and materials must be used.

Construction: 45' pole, 8' crossarm, V-phase conductor construction. There are 2, #4 copper phases, tied in with 42" copper P-ties. In addition, there is a #4 copper tap line 24 inches below fed through a polymer cut out. The neutral will be on an upset bolt 4' down from the crossarm.

1. The team will be required to cover the neutral or float from the pole with a tag line. The cut out must be bypassed and high/low sides removed, using a mechanical jumper that will be supplied. The crew will then untie the insulator adjacent to the bypassed cutout using appropriate hot sticks. The arm Gin, block and hot rope must be used to lift and secure the wire to a safe position while changing the glass. The groundman must tie the hot rope off on the ground before the glass can be changed. A plastic cover must be installed on the tap line before moving in position to change glass. Once the insulator is replaced, the cut out must be restored and jumper removed.
2. Time will stop when all equipment is on the ground, and the last journeyman's foot hits the ground.
3. Red tape will be installed on the hot sticks to ensure Mad distances are not encroached

MATERIALS SUPPLIED:

- Pigtail stick w/rope attached to the bottom
- Arm guard
- 2 Shotguns
- Handline
- 42" copper P-tie
- Rubber line hoses & a split blanket (neutral)
- Mechanical Jumper 12'
- One neutral tag line
- Grunt bag for material
- Pole butt chain for tying the ropes off
- Hot Rope
- 48" arm gin with block and hot rope
- Hand (tie stick)
- Pigtail stick
- Plastic line covers

QUESTIONS AND ANSWERS:

Q: Can we climb with rubber gloves?

A: Yes, as is practiced during Lineman Rodeo competition in past events.

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

A: No, it must be covered or tagged out before either Journeyman safeties above it or uncovered only after both Journeymen are safe-tied below.

Q: May one Journeyman cover the neutral?

A: Yes.

Q: Can the first Journeyman hang the handline while the second is climbing?

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

Q: Must we use rubber gloves?

A: Only if breaching the minimum clearance on the conductors.

Q: Can we hang or tie the handline above the neutral before it is covered?

A: Yes, if you do not break minimum clearance rules without PPE.

Q: May we hang the handline on the cross arm?

A: Yes, if you do not break minimum clearance rules without PPE.

Q: If removing or tying a tie-wire, may we hit the arm?

A: No. There is no deduction if your wire hits the arm guard, but it will be deducted if you choose not to use the guard.

Q: Do we have to wear rubber gloves to replace insulator?

A: No, after the wire is secured at the top of the arm gin the Lineman must announce safe clearance prior to changing the insulator unless rubber gloves are worn.

Q: Do we have to use a hold down while tying or untying the conductor?

A: Yes. Either by rope or non-working Journeyman.

Q: Can one Journeyman move the conductor into place?

A: No. *IT TAKES BOTH JOURNEYMEN TO MOVE THE WIRE.*

Q: Can we use the hand (tie-stick) to move the conductor?

A: No.

Q: Does the rubber grommet need replace on for the pre-formed tie wire side.

A: No

JOURNEYMAN HIGH-LINE EVENT

Mean Time: 15 minutes

Construction: 55' pole, tangent, H-structure with 556acsr wire. There will be a traveling ladder hanging from the conductor and tied off to a 115kv suspension insulator. The traveling ladder will have a grunt sack hanging on it with a vibration dampener inside. You must be 100% tied off at all times.

1. Each climber will ascend the pole one at a time while utilizing a body harness and petzl. Once the handline is positioned, the groundman will send up a baker board to assist with getting on the ladder.
2. While transitioning from the pole to the ladder, climbers must maintain 100% fall protection and always be tied off (harness/petzl). Before transferring to the ladder, the climbers must attach a lanyard with a pelican hook onto the conductor. At this point the petzl can be disconnected.
3. Once on the ladder they will then untie the safety from the ladder to the insulator and move the ladder out to the vibration dampener that is installed on the conductor, approximately 50' away.
4. Once the ladder is in position to replace the dampener, the ladder must be secured to the conductor to keep the ladder from rolling. This can be done using any suitable knot from the ladder to the conductor.
5. Once secured, the dampener may be replaced.
6. After replacing the dampener, they will then bring the ladder back to the structure and secure it with the safety that is attached to the insulator. They may then transfer back to the pole via the baker board using 100% fall protection, send down the baker board, and climb down.

Time stops when both climbers are on the ground.

MATERIALS SUPPLIED:

- Harness, petzl, Lanyard and pelican hook.
- Grunt sack.
- Vibration dampener.
- Baker board
- Hand line_

QUESTIONS AND ANSWERS

Q: Do I have to take up a handline?

A: Yes

Q: Do I have to be attached to the conductor while on the ladder?

A: Yes, you must have a lanyard always attached to the conductor while being on the ladder.

Q: Do I have to wear gloves?

A: Yes, Gloves must be worn at all times during this event.

Q: Do I have to secure the ladder to the wire?

A: Yes, while at the working position or transfer position the ladder must be tied off.

Q: Do I have to be belted off to the ladder

A: Yes, as soon as you transfer to the ladder you must be always belted to the ladder.

2-POINT DEDUCTIONS

- Dropping of tools
- Exceeding the meantime

10-POINT DEDUCTION

- Dropping the Dampener to the ground
- Not completing the task at hand
- Not tied in at all times

ALL APPRENTICES and PRE-APPRENTICES

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**YOU WILL REPORT TO THE LARGE TENT TO TAKE YOUR WRITTEN TEST
BY APPROXIMATELY 8:45 a.m.**

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THERE IS A 30 MINUTE DROP-DEAD TIME FOR THE TEST

**IF YOU HAVE NOT REPORTED TO TAKE YOUR TEST BY THE ANNOUNCED TIME,
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PLAN TO ATTEND IMMEDIATELY AFTER THE OPENING CEREMONIES

Due to some confusion that has arisen over the years as to who takes which test, the Committee has decided to revert to the original format for the written test:

THERE WILL ONLY BE ONE TEST FOR ALL APPRENTICES AND PRE-APPRENTICES.

It will consist of a mix of questions taken from the three separate tests that were given before.

In order to keep the written test as 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, which deductions shall be as follows:

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	56-60	16 gigs	31-35	26 gigs	06-10	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.

The test shall cover, but is not limited to, line work safety, OSHA 1910-269, grounding, First Aid, CPR, transformer connections, etc. There will be written, multiple choice, and connection questions on the exam.

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

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APPRENTICE HURT MAN RESCUE - 40' POLE

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

Construction: 10' cross arms with wood braces. Brace mountings will be 30" out and 21" down from the arm (gain) hole. 40' Class 3 poles.

Time starts at the judge's signal with the apprentice standing at an arm's length from the pole wearing work gloves with a gauntlet (no driving gloves etc.). 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.

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

Looking at the pole from the cross-arm side, the hand line will be hung on the right side. The hurt man will hang in the center of the pole on the cross-arm side, with both ends of the **Buckingham Rescue SuperSqueeze 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 attached hand line to lower the mannequin. The apprentice will not be allowed to throw the hand line over the cross arm to lower the mannequin.**

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" loudly if you drop any part of hand line such as the hook or snap. The hand line hook or snap must land in the circle of wood chips at the base of the pole if dropped.

You must cut the Buckingham SuperSqueeze rope. There will be a 10-point deduction for cutting the **SuperSqueeze** belt in the wrong place.

The mannequin should be moved smoothly to the ground, without contacting the pole.

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

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

Using a length of **3"** PVC conduit between the rope and mannequin, judges will evaluate the rope knotted around the mannequin.

APPRENTICE POLE CLIMB W/RAW EGG ON 45' POLE

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 (Pages 11-14) for other deductions!
- Not arriving within 20 minutes to next 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 LIGHTNING ARRESTOR CHANGE

Mean time: 5 minutes

This is an arrestor change out.

Construction: 45' pole, single phase construction on a dead-end pole. A cutout arm will be mounted approximately 18" down from the pole top. #2 underground primary will be in the load-side of the cutout and arrestor.

The cutout will be open at the start of the event to simulate a B/O arrestor. Prior to time starting the apprentice will verify the other end of the cable has been isolated at the underground transformer by a standoff bushing. The apprentice must confirm with the judge the cable is isolated. Time starts when the judge says go. The apprentice will ascend the pole with the proper fall restraint and change the arrestor with the new one provided. Time stops when apprentice has cleared the pole.

MATERIALS PROVIDED:

- 1- lighting arrestor
- 1- hand line or rope to pull the new arrestor up to yourself
- 1- grunt bag

QUESTIONS AND ANSWERS:

Q: Will we need to ground the underground cable?

A: No, verify the cable is isolated prior to time starting

DEDUCTIONS:

- 2 pts each for anything dropped
- 2 pts for over the meantime
- 10 pts for not verifying the cable is isolated

APPRENTICE HIGHLINE EVENT

Mean time: 10 minutes

This is a simulated de-energized and grounded 115Kv event. The Apprentice must ascend the pole and replace/move 3 bolt clamp and Dampener

Purpose: Remove the three-bolt clamp and Dampener from one side of the jumper and install on the opposite side of the same jumper.

1. The pole will be a 45-foot pole with a side stack and 795 jumper installed in the trunnion clamp. One half of the jumper will have a three-bolt clamp installed and the conductor will have a vibration dampener installed. The other half of the jumper will be free of any connections.
2. Tools can be laid out and ready before time starts.
3. The time starts when the judge says go. The Apprentice will get dressed, ascend the pole with appropriate fall restraint and move the 3-bolt clamp and dampener from one side of the jumper to the other. The appropriate tools will be provided and then carried up with the apprentice. A piece of tape will be placed on the conductor indicating how far out the dampener must be placed. A wire brush must be used to brush all connections prior to installing the three-bolt clamp. If anything is dropped from the pole the apprentice must descend and retrieve the tool or material.

MATERIALS PROVIDED

- 1- 15/16 speed wrench
- 1- wire brush
- 1- 3/4 speed wrench

DEDUCTIONS:

- 2 points each for anything dropped
- 2 points for over the mean time

LINEMAN PRE-APPRENTICES

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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:

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- See General Rules, Judging and Scoring guidelines for other deductions
- Not arriving within 20 minutes of your previous event.

MATERIAL PROVIDED:

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- 1 – Raw Grade A medium egg

QUESTIONS & ANSWERS:

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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.

#2TX EXTENSION & SAG

Mean Time: 10 Minutes

Construction: A 35' pole with a bolt to dead end #2TX

1. Time starts when the judge says "GO"
2. The Pre-Apprentice will start by splicing a piece of #2 TX on the ground
3. The Pre-Apprentice will get dressed, ascend the pole, pull the TX wire up to himself with a piece of 3/8 rope and dead end the TX with a wedge grip to proper tension. Proper tension will be communicated at the event and measured with a stick from the ground by the judge.
4. Time stops when the Pre-Apprentice is happy with the sag and calls time to the judge.
5. After time is called the judge will measure the height with a stick to ensure it is correct.
6. The Pre-Apprentice will then cut the wire and lower it back to the ground for the next person
7. You will be judged until you have hit the ground, however it does not go against your time

MATERIALS PROVIDED:

- 1- 10 feet of #2 TX with connectors/press
- 1- 3/8 piece of rope to pull up the wire
- 1- set of rope blocks to sag if needed
- 1- wedge grip

QUESTIONS AND ANSWERS:

Q: Can I be dressed splicing the TX?

A: No.

DEDUCTIONS:

- 2- pts for anything dropped
- 2- pts for improper sag of the wire
- 2- pts for an improper TX splice