



**2023 Pacific Northwest Lineman Rodeo
Information Packet**

PACIFIC NORTHWEST LINEMAN RODEO

JULY 22, 2023

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 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 2023 Pacific Northwest Lineman Rodeo:

JOURNEYMAN EVENTS:

- 12Kv Glass Replacement
- High-Line Event
- Hurt-Man rescue
- Pole Climb
- Transformer Changeout

APPRENTICE EVENTS:

- Hurt-Man Rescue
- Pole Climb
- Wire Clipping Event
- Written Test
- Highline Event

PRE-APPRENTICE EVENTS:

- Pole Climb
- Slack Clock Event
- Written Test

ATTACHED ARE THE FOLLOWING:

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

Rodeo Agenda

Friday, July 21, 2023

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 22, 2023

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 2023 Pacific Northwest Lineman Rodeo, please contact:

Joel Wallace	Portland General Electric	503-703-4307	Salem, OR
Pat Slawson	Clark Public Utilities	360-992-8053	Vancouver, WA
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
Jacqueline Carter	Clark Public Utilities	503-730-8902	Vancouver, WA

For information on or questions on individual events or judging, please contact **Travis Hefely, Master Judge:** Cell: 360-607-2781

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, 2023

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 2023 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 2023 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 21, 2023**. 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: Travis Hefely**

NOTE: All judges must wear proper PPE

Pacific Northwest Lineman Rodeo

JULY 22, 2023 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 2023 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, 2023.

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 21, 2023. 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 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 2023 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 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

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 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

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.

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
- 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 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 TRANSFORMER CHANGEOUT

Mean Time: 12 Minutes

ALL JOURNEYMEN WILL BE REQUIRED TO WEAR FALL RESTRAINTS.

1. This is a simulated transformer change out.
2. **Construction:** 40' pole, single phase primary, #2 ACSR will be tied on a ridgetop pin and insulator. There will be a small weighted transformer approximately 4" below the primary, with the neutral on a upset bolt just below that. A pole mounted cutout will be connected to the transformer and the stirrup on the primary line. There will be a hold down stake to secure the neutral.
3. The team will be required to properly rig a transformer with gin and 4" blocks to replace Bad Order Transformer. Team will be required to open fused cutout with long stick from the ground.

Team must use proper procedures when removing B/O transformer and reinstalling new transformer. When the Judge is satisfied the transformer has made contact with the earth the transformer may be reinstalled, team will then re-energize the transformer from the ground using a extend stick.

4. Time will stop when gate has been closed and extend stick retracted.

MATERIALS SUPPLIED:

- 1 – Transformer gin
- 1 – Transformer sling
- 1 – Tag line
- 1 – Set of 4" blocks
- 1 – Extendo stick
- 1 – Shotgun
- 1 – Fuse
- 1 – Gut

QUESTIONS AND ANSWERS:

Q: Must we cover the secondary or neutral?

A: No, you will be de-energizing the secondary when you open the cutout gate.

Q: Do both journeymen have to be on the pole?

A: Yes.

Q: Can we rig the transformer with our hand-line?

A: No, you must use 4" blocks.

Q: Must we use a gin?

A: Yes.

QUESTIONS AND ANSWER Continue...

Q: Must we remove the high-side of the cutout?

A: Yes.

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 back feed.

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

A: NO.

Q: Can we rig the hand-line above the neutral on 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: YES.

Q: Will we be replacing transformer or cutout leads?

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

JOURNEYMAN HIGHLINE EVENT

Mean Time: 10 Minutes

This is a simulated “Dead and Grounded” Event

Purpose: Team must use proper tools and change out epoxy insulator on a dead end.

Construction: 40’ pole, 397 MCM Conductor. Single pole construction, the 397 MCM conductor will be dead ended on the pole with 115Kv epoxy insulator.

1. Time starts when the team tells the Judge they are “ready” and the Judge say’s” GO”.
2. Team must use the proper tools to replace the dead-end insulator.
3. Team must use a baker board and proper rigging to remove and replace the insulator. One Journeyman must work from the baker board.
4. Only hoists or rope blocks and rigging with a minimum rating of 1 1/2 tons will be allowed.
5. Journeymen shall be always attached to safety equipment. From fall arrest to fall restraint.
6. Time stops when all materials are on the ground, and the last Journeyman’s foot hits the ground.

MATERIALS SUPPLIED:

- | | |
|-------------------------|----------------------------------|
| 1 – Baker Board | 1 – Material Bag |
| 2 – Porcelain Insulator | 1-1 ½ Ton Chain Hoist |
| 1– Hand- Line | 1- 3’ Nylon Sling |
| 1 – 4’Nylon Sling | Petzel rope grab (fall arrestor) |
| 1 – 397 Grip | |

QUESTIONS AND ANSWERS

Q: Can we change the insulator from the pole?

A: [One Journeyman must work from the baker board.](#)

Q: Do we have to use the tools provided?

A: [No, but the tools and rigging must have a minimum rating of 1 ½ Ton. Baker boards must have safety chains.](#)

Q: Do we have to use material bags?

A: [No, but all tools and materials must be secured at all times](#)

Q: Can one of the climbers assist in raising the baker board on the ground, before climbing?

A: [Yes, but he cannot wear his gaffs while assisting on the ground!](#)

Q: Can the first climber hang the hand-line while the second climber is ascending the pole?

A: [Yes. As long as he only hangs it and does not interfere with the second climber.](#)

QUESTIONS AND ANSWER Continue...

Q: Can the Lineman on the pole assist in raising the baker board?

A: Yes.

Q: Can we step onto the baker board from the pole?

A: Yes, but you must remain attached to safety equipment at all times.

Q: Does the Lineman need to safety before stepping onto the board?

A: Yes, this is a fall arrest Rodeo

Q: Can we use a set of 4-inch blocks instead of the chain hoist?

A: Yes, as long as they are rated and approved for 1 ½ Ton.

Q: Do both Journeymen have to be on the Baker Board to perform work?

A: No

JOURNEYMAN INSULATOR REPLACEMENT

Mean Time: 18 Minutes

1. This is a simulated 12Kv event, and proper tools and procedures must be used.
2. **Construction:** 40' poles, #4Cu, 8' double crossarms, 2-phase tied in with copper ties. The neutral will be on an upset bolt 4' down.
3. 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.
4. The Linemen must use to use proper tools and sticks to untie the wire on ONE SIDE of the pole. They may choose either side, but must replace BOTH insulators on that side, then tie them back in using standard "P" ties. The groundman will be provided a link stick and tag line to hold down the conductor and tag it out of the way. Once it is cleared, the Linemen must state that they have good clearance and replace the insulators.
5. Then they must re-tie the wire using proper ties.
6. When completed, they must send all tools to the ground and re-pin the neutral.
7. Time stops when both Linemen are on the ground.

MATERIALS SUPPLIED:

- | | |
|-------------------------|----------------------------------|
| 1 – Material bag | 2 – Arm Covers |
| 1 – Rope and link stick | 2 – shot guns or pig tail sticks |
| 1 – 3/8" rope | 2 – Tie sticks – Duckbill Clamp |
| 2 – Insulators | 2 – Tie wires |

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 handline above the neutral before it is tagged out?

A: NO,

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 arm guards?

A: No. However, if the ties and stick attachment contact the arm, there will be a 2-point deduction each time. As long as safe practices are applied, there will not be a deduction.

QUESTIONS AND ANSWERS Continue...

Q: May we hang the hand-line on the crossarm?

A: Yes, AFTER the neutral is tagged out. It must be tied below the neutral before it is unpinned or repinned.

Q: Can both Journeymen tie/untie at the same time?

A: Yes, as this has long been a Rodeo practice, as long as the wire is secured by the groundman. The judge is your safety watch.

Q: Will we need to cut the tails of wire?

A: NO. they will be short enough to not overlap with the correct ties.

Q: What are the proper ties?

A: They are the common ties from the Lineman/Cableman's handbook.

ALL APPRENTICES and PRE-APPRENTICES

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PLAN TO ATTEND IMMEDIATELY AFTER THE OPENING CEREMONIES

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SCORE	DEDUCT	SCORE	DEDUCT	SCORE	DEDUCT	SCORE	DEDUCT
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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
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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.

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

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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 WIRE CLIPPING EVENT

Mean Time: 12 Minutes

1. This is a simulated “**de-energized**” 12Kv event proper tools and procedures must be used.
2. Construction: 40’ poles, 8’ single crossarm, 2 Phase line with one #4 copper conductor and one #2 Aluminum conductor the neutral will be on a upset bolt approx. 4 feet down the conductors will be in travelers on top of crossarm.
3. The Apprentice will secure the neutral conductor by using 3/8 rope provided by throwing rope over conductor and securing it to stake provided. After neutral conductor is secure Apprentice will climb pole remove conductors from travelers and tie them onto glass using a proper cold tie on the copper conductor and a Alcoa tie for the Aluminum conductor.
4. Time starts when the judge says “GO”

Time stops when the Apprentice completes the task of clipping in the conductors and calls out to the judge “STOP”
5. The Judge will then inspect the conductors for proper ties after this inspection the Apprentice will then untie and return the conductors to the travelers descend the pole and remove the neutral tie down.
6. Even after the time has stopped the Apprentice will still be judged for “ALL” scoring guidelines. Safety, work practice, neatness and ability, equipment handling, completion of event.

MATERIALS SUPPLIED:

- | | |
|-----------------------|------------------|
| 1 – Aluminum Tie Wire | 1 – Material Bag |
| 1 – Copper Tie Wire | 1 – Handline |

QUESTIONS AND ANSWERS:

- Q. Must we wear rubber gloves?
A. No, this is a dead and grounded event.
- Q. Must we use the material bag?
A. No, you can climb with your cold ties in your belt if you choose.
- Q. Must I hang a hand line?
A. Yes.

APPRENTICE TRUNION CLAMP SADDLE REPLACEMENT

Mean Time: 8 Minutes

This is a simulated de-energized and grounded 115Kv event. The Apprentice must ascend the pole and replace the trunion clamp saddle securing the jumper.

Construction: On a 40' pole, 397MCM wire will be suspended off the arm mounted polymer insulator. The conductor is secured in the trunion clamp on the insulator.

1. Time starts when the judge says "Go".
2. The Apprentice must ascend the pole, transition to mounted baker board while always being attached to safety equipment then remove the existing trunion clamp saddle and replace it with the one he has carried up with him. When completed, he must then descend the pole.
3. Time stops when the first foot hits the ground.

MATERIALS PROVIDED:

- 1 – Trunion clamp saddle for 397MCM wire.
- 1 – Petzel rope grab (fall arrestor)

QUESTIONS AND ANSWERS FOR TRUNION CLAMP REPLACEMENT:

Q: What size is the bolt holding the trunion clamp onto the insulator?

A: 15/16" hex head.

Q: What size are the nuts on the top of the saddle?

A: 3/4" hex head.

Q: Can we start with our tools on?

A: Yes.

Q: Will we have extra bolts if we drop one?

A: If you drop the saddle clamp bolt; yes, however, you will still lose 2 points for the drop, and you must find the one you dropped.

Q: Does the bolt holding the clamp in place need to be removed completely to change the saddle?

A: Yes.

LINEMAN PRE-APPRENTICES

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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.

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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.

PRE-APPRENTICE SLACK-BLOCKS

Mean Time: 9 Minutes

Construction: A wire reel and tarp will be provided for your use.

1. The Pre-Apprentice will start the blocks, rope, tape and tools on the table.
2. Time starts when the Judge says "GO".
3. The Pre-Apprentice must correctly weave the rope through the blocks and attach the rope to the pulling block with an eye splice. The eye splice shall be a maximum of 1" measured on the inside of the loop. The tails must be cut to 1/8" length.
4. The Pre-Apprentice must then weave a Crown knot on the other end of the rope, cutting the tails to 1/8" in length.
5. All trash pieces must be placed in the bucket provided.
6. Pre-Apprentice will then attach a grip provided to the slack blocks, there will be a coil of service wire secured and hanging from a pole, pre apprentice must then pull the service wire tight with your slack blocks attached to an anchor.
7. Time stops when the service wire is tight, trash is picked up and the Apprentice calls "TIME".

MATERIALS PROVIDED:

- 1 – Set of slack blocks
- 1 – 10' length of 3/8" rope
- 1 – Roll vinyl tape
- 1 – Trash receptacle
- 1 – Grip

QUESTIONS AND ANSWERS:

Q: Must I wear gloves during this event?

A: No. The only tool required is something to cut the tails with.

Q: Can I tape my rope tails prior to the start?

A: No.

Q: Can I cut pieces of tape prior to the start?

A: Yes.

Q: If I lose a small piece of rope due to wind, etc., is that a deduction?

A: As long as you make a good attempt to gather all debris, there will be no deduct.