

# LADWP/ IBEW LOCAL 18 LINEMAN'S RODEO

LADWP  
Lineman's Rodeo  
May 19, 2018



**PASSING IT DOWN THE LINE**

# *LADWP/ IBEW LOCAL 18 LINEMAN'S RODEO*

## **LINEMAN'S RODEO SCHEDULE**

**7:00AM – 8:00AM  
REGISTRATION  
JUDGE'S MEETING**

**8:30 AM  
NATIONAL ANTHEM  
START OF COMPETITION**

**8:30 – 9:00am  
APPRENTICE QUIZ**

**10:00AM – 2:00PM  
BALLOONS AND FACE PAINTING**

**10:00AM – 2:00PM  
FOOD SERVED**

**2:00PM  
END OF COMPETITION**

**2:30PM  
AWARDS CEREMONY**

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All rodeo participants will be required to remain belted to the pole from ground to ground in every event. This not only reflects DWP policies but an industry trend toward increased Climbing safety.

On each event, the contestants must belt-off prior to gaffing with both feet in the pole. Once belted, the contestants may then climb in any manner comfortable to them. When a climber approaches an obstacle they must climb past, a second positioning strap must be used. The climber must secure the second positioning strap before un-clipping the first positioning strap. Contestants must have at least one foot on the ground prior to un-belting at the base of the pole. Additional positioning straps will be provided at all events that require double belting. Climbers may use their own positioning straps if they so choose, provided they have been approved for use by the LADWP safety section. Failure to follow these climbing guidelines will result in a two point deduction for each occurrence. We thank you for your cooperation and participation, and look forward to seeing you at the competition.

The LADWP Lineman's Rodeo Committee

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## Judging and Scoring

*It is the Rodeo Committee's objective to ensure that judging remains fair and consistent across the board. However, due to the fact that some aspects of judging are a matter of opinion, situations could arise in which teams may feel that they have been judged incorrectly or treated unfairly.*

*The following guidelines are for both contestants and judges, and are provided to keep the scoring as consistent as possible. While a system is in place to settle disputes, not everyone may be satisfied with the outcome. That is the nature of Rodeos. We must all remember that more important than winning or losing is to have the opportunity to showcase our skills and abilities performing with pride for friends and family in our chosen profession.*

*We hope everybody has a good time and we welcome any suggestions that may improve future Rodeos.*

## Teams

*There will be a thirty-five team limit for journeyman events and a eighty-eight person limit for apprentice events. The team spots will be filled on a first come first served basis until team limits have been reached. Sign ups on the day of the Rodeo will be accepted if there are available spots or no shows.*

*Journeyman - Each team will consist of two journeymen and one groundman. The groundman may be supervisory level or below but can only compete as a groundman and may not rotate positions with team members in any events. Any attempt to do so will result in disqualification.*

*Apprentice - One apprentice of any level.*

**NOTE:** *Apprentices can only compete in one category i.e. they are not allowed to compete as a groundman on a journeyman team and then compete in the apprentice events.*

<u>TEAM #'S</u>	<u>11 - 46</u>	<u>JOURNEYMAN TEAMS</u>
<u>TEAM #'S</u>	<u>101 - 188</u>	<u>APPRENTICE TEAM</u>

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## Journeyman Events

*4.8 kV Dead-end Change  
34.5 kV Insulator Change  
Capacitor change  
Hurtman Rescue  
Pole Climb*

*Journeyman teams will be divided into five groups and compete in each event according to their pre-determined rotation.*

*As each team signs up, they will be assigned to one of the five groups A, B, C, D, or E. Each one of these groups will have a designated order of events as follows:*

<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
4.8 kV DE Change	Pole Climb	Hurtman	Capacitor change	34.5kV Ins. Change
34.5kV Ins. Change	4.8 kV DE Change	Pole Climb	Hurtman	Capacitor change
Capacitor change	34.5kV Ins. Change	4.8 kV DE Change	Pole Climb	Hurtman
Hurtman	Capacitor change	34.5kV Ins. Change	4.8 kV DE Change	Pole Climb
Pole climb	Hurtman	Capacitor change	34.5kV Ins. Change	4.8 kV DE Change

*Each group will consist of a maximum of seven teams. At the start of the Rodeo, all teams will report to their starting event. At the completion of an event they will have 20 minutes to report to their next scheduled event.*

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## Apprentice Events

*Apprentice Quiz  
Obstacle Course  
Three Spool rack installation  
Hurtman Rescue  
Pole Climb*

*Following the "Apprentice Quiz," Apprentices will be divided into four groups and compete in each of the practical events according to their pre-determined rotation. As each Apprentice signs up, they will be assigned to one of the four groups A, B, C, or D. Each one of these groups will have a designated order of events as follows:*

<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>
Obstacle Course	Pole Climb	Hurtman	3-Spool Rack
3-Spool Rack	Obstacle Course	Pole Climb	Hurtman
Hurtman	3-Spool Rack	Obstacle Course	Pole Climb
Pole climb	Hurtman	3-Spool Rack	Obstacle Course

*Each group will consist of a maximum of eleven Apprentices'. At the start of the Rodeo, all Apprentices' will report directly to the "Apprentice Quiz" venue. At the completion of each event they will have 20 minutes to report to their next scheduled event.*

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## Scoring

*Each event will be worth a total of 100 points. Points will be deducted in either 2 or 10 point increments depending upon the infraction. Deductions in the speed events, hurtman rescue and pole climb will not be averaged for the team as in the past. In these events, the total number of infractions incurred by either team member will be counted as deductions for the team.*

*Individual, team, and overall event winners will be determined by highest scores. In the event of a tie, the winners will be decided by lowest overall time.*

*Each team will receive their scoring package at time of registration and will present the score sheets to judges at each event. Score sheets will consist of an original that will remain with the judges and a copy that remains with the team.*

*Judges will have additional score sheets in the event a team loses their score sheet prior to an event. Once a team has completed an event and received their score, it is the team's responsibility to save their copy for future verification of scores or if the original is lost. .*

*In the event a team goes beyond the "mean time," they will receive a 2-point deduction. There will be a "drop dead" time five minutes beyond the mean time in each event, at which time the event will be stopped and the team will restore the construction to it's original condition. At this point the team will receive an additional 2-point deduction for exceeding the "drop dead" time.*

*The Rodeo is scheduled to finish at 2.00pm. Any teams that have not completed all of their events at that time will receive a score of "0" for the remaining events. To assist teams in completing all events in the required time, each event station will keep track of the teams that have completed that event. Periodic announcements will alert teams if they need to finish events.*

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## Judging

*At each event station the head judges will explain the event and basic guidelines. Prior to beginning an event, each team will have 5 minutes in which to ask additional questions*

*and prepare tools and materials for the event. At the end of the 5 minute "prep" time, the team will be asked to stop what they are doing immediately and prepare to start the event. Any preparations not completed in the five minutes must be done on the clock, including putting on tools. The event will start at the judge's mark and finish after the last team member has reached the ground (or designated pole position) and a member of the team calls time.*

**NOTE:** *If the team forgets to call time and exceeds the "mean" time as a result, they will still receive a deduction even if they physically finished the event.*

## Contesting a Call

*If a team disputes a call and it cannot be resolved by the event judge, they may talk to the head judge of the event. If it cannot be resolved at this level then they can present their case to the Master Judge. All decisions at this level are final and if the judgement is upheld, the team will receive the original deduction plus an additional 2-point deduction for the protest. If the judgment is overturned, the team will receive their score with no additional penalties for contesting the call.*

**NOTE:** *All calls must be contested immediately while in the event area. Failure to do so will result in the deductions remaining and the team forfeiting their right to contest any calls. Many contested calls can be avoided by having a clear understanding of the rules prior to starting an event. Participants are encouraged to discuss any rules that are unclear or not fully understood with the head judges before starting an event. There is nothing wrong with contesting a call if the team feels the need to. It is every team's right.*



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## Infractions

*This information is provided for contestants and judges to familiarize themselves with the criteria used to score the events. The following is a list of common infractions for which competitors may be penalized. This list includes specific as well as general infractions for the events. Participants are encouraged to review each of the possible deductions before competing.*

**NOTE:** *Deductions marked under the category of 'other,' will be 2-point deductions for each infraction.*

*The list of infractions will be split into six categories listed as follows:*

General Infractions - *These are infractions common to all events, both journeyman and apprentice.*

Clothing Infractions - *These apply to the type of clothing required and the manner in which it is worn.*

Working Infractions - *These infractions apply to the work being performed.*

Climbing Infractions - *These infractions apply to methods of climbing and maneuvering on the pole.*

Sticking Infractions - *These infractions only apply to the hot stick events and govern the correct use of hot stick tools.*

Other - *Any infraction not listed but that a judge may feel is a valid deduction.*

## General Infractions

Exceeding Mean Time / Drop Dead Time - *If a team exceeds the specified "mean" time for an event they will receive a 2 point deduction. If the same team then exceeds the 5 minute "drop dead" time, an additional 2 point deduction will be charged to the team.*

Poor housekeeping - *This includes leaving trash at the event station or not keeping tools on the provided tarp prior to, during or after the event.*

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Poor Communication - Arguing, yelling or lack of communication between team members.

No Gaff Guards - Climbers must have gaff guards on at all times. The only exception is when tools are being set up for hurtman rescue.

Checking Rubber Gloves Prior to an Event - Journeyman must visibly check rubber gloves prior to starting each event requiring them. This may be done during the 5 minute prep time.

Rubber Gloves - Incorrectly stored in glove bag - cuff up.

Glove Bag - Glove bag may not be used to hold or store anything other than rubber gloves

## Clothing Infractions

Lose Hard Hat - If any member of the team loses their hard hat.

Hard Hat worn Incorrectly - The hard hat is not to be worn backwards or any way other than that which it was designed for.

Long Sleeved Shirt - All team members must wear a long sleeved shirt with the sleeves rolled down.

Work Gloves - All groundwork must be performed while wearing gloves. Leather Lineman gloves with gauntlets must be worn by all climbers.

Climbing Belt - The climbing belt must be worn correctly with the strap through the buckle and the keeper.

Work Positioning System - (fall restraint belt) will be required for all competitors required to climb poles.

Safety Strap - The keeper must not be removed from the pole safety strap.

Gaffs / Climbers - Gaff straps must be of original length and be completely buckled. Velcro pads must be completely cinched and not hanging.

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Safety Glasses - All members of the team must wear safety glasses with side protection.

## Working Infractions

Working Distance - Journeymen may not encroach upon safe working distances from energized conductors or equipment without the use of rubber gloves or adequate cover.

Excessive Contact With Rubber goods - Incidental, momentary contact with rubber covering may be permitted. Extended or excessive contact such as lying on the rubber goods is an infraction.

Insufficient / Incorrect Cover - Conductors that are exposed to contact after rubber covering has been applied is an infraction.

Improper Handline Use - The handline must not be raised or lowered with twists in the line or while the linemen are ascending or descending the pole. Groundmen may not hold the handline by standing on it.

**Note:** Competitors may make minor changes in position while the hand line is in motion, such as a step up, down or to the side.

Handline Hook - All tools and materials must be sent up on an open hook or in bags hung from an open hook. Hanging the hook of a bag on the handline hook is an infraction.

Conductor Movement - When an event requires the movement of a conductor two points of control must remain on the conductor while it is in motion.

Dropping Of Tools Or Materials - Any tools or materials dropped off the pole.

Connectors - Connectors not backed up with a wrench while loosening or tightening.

Cleaning - Wire must be cleaned prior to installing connectors or jumpers.

Tools And Materials - Tools and materials must be held in bags provided or secured to the handline. Tools or materials held primarily on the belt or body will result in a deduction.

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Exposed Blade On Knife - Skinning knives must be "buried" in a tool pouch or ditty bag, and may only be hung from the belt if sheathed or folded closed.

Improper Handline Procedure - The first journeyman to climb the pole must take the handline. The last journeyman on the pole must drop out the handline.

## Climbing Infractions

Cutout / Slip - If a gaff slides or is out of control other than stepping in a visible crack a deduction will be given.

Hot Dogging - Skip stepping, free falling or any other method of climbing in which one gaff is not in the pole at all times will be considered "hot dogging".

Unbelting - The competitors must remain belted to the pole at all times.

## Hot Sticking

Choking up on hotstick - If the journeymen place their hands above the "safe zone" area marked on the hotstick while in proximity there will be a deduction.

Not using the stick for it's intended purpose - Any use other than the manufacturers intended use will be a deduction.

**Note:** Check with judge prior to event for any exceptions or special cases.

Not maintaining positive control of hot sticks - If a journeyman rests a hotstick on his belt or uses it in any manner in which complete control of the hotstick is not maintained their will be a deduction.

**Note:** A journeyman may hold a stick against or upon his body as long as primary control is maintained by his/her hand.

Hanging sticks from conductor - Sticks must be stored in the bags provided and sent up or down handline on an open hook.

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## 10 Point Deductions

Contact With Phases - Any physical bodily contact with uncovered phases.

Falls - A fall is when after "cutting out" a competitor lands on the ground.

Throwing Objects - Any time materials are deliberately thrown or dropped off the pole will receive a 10-point deduction.

Working Opposite Phases - Journeymen may not work opposite phases or the neutral and a primary phase at the same time. Journeyman may install cover, connectors and jumpers simultaneously on the same phase.

Losing Control Of Conductor - Dropping or losing control of the conductor to where it contacts the pole, equipment or other conductor.

Improper Jumper Procedure - Failure to correctly install mechanical jumpers to the line resulting in loss of continuity.

Climbing Order - The first journeyman up the pole must be stopped and the handline secured prior to the second journeyman climbing up the pole.

## Disqualification

Arguing - Continued debate after the Master judge has rendered a decision.

Illegal Substitution - Any rotation of climbers or substitution without expressed permission from the master judge.

Cheating - Any form of cheating or glove modification.

Sabotage - Any attempt to alter or sabotage an event or tools for a successive team.

Unsportsmanlike Conduct - Behavior deemed offensive threatening or otherwise unacceptable.

**NOTE:** Any questions on other possible deductions should be asked during the five-minute preparation time prior to the start of each event.

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## Tools and Materials

*Team members are required to bring their own climbing tools and personnel protective equipment. All tools specific to an individual event will be provided. While there will not be a formal tool inspection, teams will be subject to deductions for all modifications or improper use of personal tools.*

**NOTE:** *The use of battery powered tools will not be permitted.*

**NOTE:** *Only leather lineman's gloves with a gauntlet will be permitted for pole climbing.*

*While every effort has been made to make these rules and guidelines as concise and comprehensive as possible, changes and discrepancies may occur prior to the start of the rodeo. Please accept our apologies in advance and our thanks for your participation and cooperation in making this a fun day for all concerned.*

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## JOURNEYMAN EVENT

### 34.5kV INSULATOR CHANGE

*Meantime: 12 minutes*

*This event consists of 3-3/0 ACSR phases on clamp top insulators. Two phases will be at either end of a 10 ft. fiberglass cross arm with the third phase pole mounted. The circuit will be considered de-energized and after testing the conductors, shorts and grounds will be installed using the hot sticks provided. A safe working distance of 28" from all conductors must be maintained until grounds have been installed. Once the circuit is grounded, the outside insulator and double arming plates will be replaced and then shorts and grounds removed. Time is called when the last Lineman touches the ground.*

- *Tools and material may be placed in bags during five minute prep time.*
- *Journeyman may not do groundwork with tools on.*
- *Time starts at the judge's signal.*
- *Journeyman must be belted before climbing.*
- *A minimum of 28" clearance must be maintained from all 34.5kV uncovered phases.*
- *Insulator must be removed from nose bag with all nuts and washers spun back on prior to time being called.*
- *All tools and materials must be on the tarp before time is called.*
- *Time stops when the last lineman touches the ground and the team calls time.*

### Tools and Materials Provided

*1 - Hand line  
1 - Nose bag  
1 - Hot Stick Bag  
1 - Tic Tracer  
1 - Shotgun stick*

*1 - Conductor brush on hot stick  
1 - Arm grommet (1" web sling)  
1 - Insulator  
1 - Double Arming Plate  
1 - DWP Shorts & Grounds*

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## JOURNEYMAN EVENT

### 4. 8kV Dead End Change

*Meantime: 7 minutes*

*This will consist of two #3/0 ACSR conductors dead-ended back to back on a set of 10ft double fiberglass arms (no braces) with over the arm jumpers. The circuit will be considered de-energized and grounded. All 4 dead-end insulators will be replaced.*

- *Tools and material may be placed in bags during five minute prep time.*
- *Journeyman may not do groundwork with tools on.*
- *Time starts at the judge's signal.*
- *Journeyman must be belted before climbing.*
- *Hand line may be hung on the arm.*
- *Time stops when the last lineman touches the ground and the team calls time.*
- *All tools and materials must be on the tarp before time is called.*

### Tools and Materials Provided

*1 - Hand line*

*1 - Nose bag*

*1 - Arm grommet (1" web sling)*

*4 - Poly dead-end insulators*

*2 - Wire grip medium*

*2 - Hot Hoist*

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## JOURNEYMAN EVENT

### Capacitor Change

*Meantime: 6 minutes*

*This event will consist of a three phase circuit on 10ft switch construction. The conductors will be #2 ACSR and will be positioned at full spread on the arms. The job will be to replace the capacitor indicated in the picture below. The journeyman will de-energize the capacitor bank with the switch stick provided. **The doors must be removed and hung in the holder provided.** Once this is done he will call out that the capacitor bank is discharged. He will then disconnect the capacitor and shunt it with a piece of #4 cu wire. The old capacitor will then be replaced with a new one and connected to the existing units. Once all connections are made the capacitor bank can be re-energized by closing in the switches with the switch stick.*

- *Rubber gloves will be required ground to ground.*
- *25" working distance must be maintained from all exposed conductors.*
- *Tools and material may be placed in bags during five minute prep time*
- *Journeymen may not do groundwork with tools on.*
- *Time starts at the judge's signal.*
- *Journeymen must be belted before climbing.*
- *Hand line must be hung using the Becky provided.*
- *Journeyman must call out that the capacitors are discharged prior to working on them.*
- *Capacitor must be shunted after being disconnected and remain shunted at all times when not connected in the bank.*
- *Bodily contact (other than rubber gloves) with capacitor wires or terminals will be a deduction.*
- *Time stops when the last lineman touches the ground and the team calls time.*
- *All tools and materials must be on the tarp before time is called.*

### Tool and Material Provided

<i>1 - Hand line</i>	<i>1 - Switch Stick</i>
<i>1 - Nose bag</i>	<i>1 - Length of #4 cu wire</i>
<i>1 - Gut bag</i>	<i>1 - Rubber blanket</i>
<i>1 - Cut out cover and clothes pins</i>	<i>and clothes pins</i>
<i>2 - Arm grommets</i>	<i>2 - Rubber guts</i>
<i>1 - Pin hood</i>	

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## JOURNEYMAN EVENT

### HURTMAN RESCUE

*Meantime: 4 minutes*

- *Time starts at the judge's signal with the journeyman an arms length from the pole.*
- *The journeyman's tools must be at least an arms length from the pole.*
- *Climbers must be belted before ascending the pole.*
- *Rubber gloves must be inside the glove bag, fingers up with the flap able to be snapped*
- *Looking at the pole from the cross arm side, the hand line will be hung on the right side of the arm. The dummy will be positioned on the cross arm side of the pole with safety attached in the "V" brace. A minimum of one complete wrap of the rescue line must be around the crossarm prior to lowering the dummy.*
- *The dummy shall be secured under the arms with three half hitches tied in front of chest. The "eye splice" in the line must not be tied within the three half hitches*
- *"Headache" or "in the hole" must be called out prior to dropping the sheave. The sheave must land within the marked circle.*
- *Failure to cut any part of the belt other than the marked insert will be a 10 point deduction.*
- *Dummy may contact pole after safety is first cut. Once the dummy's descent begins there is no contact allowed.*
- *The dummy should be moved in a smooth controlled descent without contacting the pole.*
- *The dummy's initial contact with the ground must be within the marked circle.*
- *Judges will use a 3" PVC conduit between the rope and the dummy's chest to evaluate the knot.*
- *Time is over when the dummy is on the ground and the judge determines that there is slack in the line.*
- *All point deductions will be totaled and subtracted from the 100 points possible for a final team score.*
- *Both team members' times will be averaged for a total team time.*
- *Contestants must hang the dummy for the next team.*
- *Climber's gaffs cannot be stood up while setting up tools.*
- *Velcro pads must be fully secured prior to climbing.*
- *Knives must be folded, sheathed or in a pouch. No exposed blades.*

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## JOURNEYMAN EVENT

### POLE CLIMB

- *Time starts at the judge's signal with the lineman an arms length from the pole.*
- *Work gloves with a gauntlet must be worn.*
- *Climb pole with an egg in the nosebag. No padding is allowed in the bag.*
- *Lineman removes existing nosebag places the egg in his mouth and hangs new nosebag on j hook.*
- *Lineman climbs down under control without breaking the egg.*
- *Time stops when the lineman's first foot hits the ground.*
- *No skip stepping, hot dogging or free falling is allowed.*
- *Any damage to the egg is a 10 point deduction.*
- *If the egg falls out of the bag while the lineman is ascending and does not break he may climb down retrieve it and finish the event.*
- *Any deductions will be added together and deducted from the 100 points available for a final team score.*
- *Both contestants' times will be added and averaged for a final team time.*

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## APPRENTICE EVENT

### APPRENTICE QUIZ

*Meantime: 15 minutes*

*All Apprentice competitors must report to the designated test area immediately following the opening ceremonies and the singing of the National Anthem for the "Apprentice quiz." The test will consist of 20 questions. Questions will be geared towards basic knowledge and fundamental skills of the power transmission and distribution trade.*

*The test will be conducted with electronic response cards to record and time your answers. Each question will be worth 2 points, 60 points will be added to your final quiz results so that the quiz has the same 100 point total as the other Apprentice events. Apprentices will be timed and in the case of a tie the time will determine the winner. The quiz will be administered to all of the participants at the same time, so it is imperative that the competitors check in with the head judge for this event promptly. Failure to report for the quiz on time, talking during the quiz, or disturbing other Apprentices during the quiz will result in a 10 point deduction.*

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## APPRENTICE EVENT

### THREE SPOOL RACK INSTALLATION/REMOVAL

*Meantime: 12 minutes*

*This event will involve one apprentice. The Apprentice will drill for and install two three spool secondary racks. They will then disassemble the racks completely and remove them from the pole and plug the holes.*

- *No tools or material may be placed in bags prior to the start of the event.*
- *Time starts at the judge's signal.*
- *The apprentice will ascend the pole and drill two holes at the designated height.*
- *Accuracy of drilling and installation of racks will be part of judging.*
- *The three spool racks must be removed from the pole and the holes plugged.*
- *Time stops when the apprentice touches the ground and the apprentice calls time.*
- *All tools and materials must be completely on the tarp before time is called.*

#### Tools and Materials Provided

*1- Hand line w/Bashlin Hook  
1 - Nosebag  
2 - Machine Bolts*

*1 - Brace and bit  
2 - 3 Spool racks  
4 - Pole Plugs*



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## APPRENTICE EVENT

### OBSTACLE COURSE

*Meantime: 15 minutes*

*The Apprentice will use the telescoping switch stick and open the switch on the lower arm. After opening the switch, the apprentice will return the telescoping switch stick to normal and place it on the tarp. The Apprentice will then put on their tools and climb to the first arm (10' Fiberglass) and move the switch door from one side of the arm to the other and close the switch with stick provided. The Apprentice will climb over first arm and rotate to the other side of the pole and proceed to the next arm. At the next arm (12' Fiberglass), the Apprentice will remove the P&I from C phase position and install it in C phase position on the opposite side. The Apprentice will climb over the arm and rotate to the other side of the pole and continue to the Street Light. The Apprentice will replace the photo cell on the street light and test for proper installation. After completing the final task the Apprentice will descend the pole and time will stop when the Apprentice touches the ground and calls time.*

- *Apprentice may not do groundwork with tools on.*
- *Time starts at the judge's signal.*
- *Apprentice must be belted prior to ascending pole and must be belted at all times.*
- *There is a 3 minute drop dead time on opening the switch with the telescoping stick. There will be a 2 point deduction if you exceed the 3 minutes. \*NOTE if you choose to bypass the attempt to open the switch there will be a 10 point deduction.*
- *The switch must be opened and closed with the sticks provided.*
- *Time stops when the Apprentice touches the ground and calls time.*

### Tools and Material Provider

*1 - Additional positioning strap  
1 - Telescoping stick*

*1 - Switch stick in a bag  
1 - Photo Electric Cell*

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## APPRENTICE EVENT

### HURTMAN RESCUE

*Meantime: 4 minutes*

- *Time starts at the judge's signal with the apprentice an arms length from the pole.*
- *Apprentice's tools must be at least an arms length from the pole.*
- *Climbers must be belted before ascending the pole.*
- *Looking at the pole from the cross arm side, the hand line will be hung on the right side of the arm. The dummy will be positioned on the cross arm side of the pole with safety attached in the "V" brace. A minimum of one complete wrap of the rescue line must be around the cross arm prior to lowering the dummy.*
- *The dummy shall be secured under the arms with three half hitches tied in front of chest. The "eye splice" in the line must not be tied within the three half hitches*
- *"Headache" or "in the hole" must be called out prior to dropping the sheave. The sheave must land within the marked circle.*
- *Failure to cut any part of the belt other than the marked insert will be a 10 point deduction.*
- *Dummy may contact pole after safety is first cut. Once the dummy's descent begins there is no contact allowed.*
- *The dummy should be moved in a smooth controlled descent without contacting the pole.*
- *The dummy's initial contact with the ground must be within the marked circle.*
- *Judges will use a 3" PVC conduit between the rope and the dummy's chest to evaluate the knot.*
- *Time is over when the dummy is on the ground and the judge determines that there is slack in the line.*
- *All point deductions will be totaled and subtracted from the 100 points possible for a final team score.*
- *Both team members' times will be averaged for a total team time.*
- *Contestants must hang the dummy for the next team.*
- *Climber's gaffs cannot be stood up while setting up tools.*
- *Velcro pads must be fully secured prior to climbing.*
- *Knives must be folded, sheathed or in a pouch. No exposed blades.*

# LADWP/ IBEW LOCAL 18 LINEMAN'S RODEO

## APPRENTICE EVENT

### POLE CLIMB

- *Time starts at the judge's signal with the apprentice an arms length from the pole.*
- *Work gloves with a gauntlet must be worn.*
- *Climb pole with an egg in the nosebag. No padding is allowed in the bag.*
- *Apprentice removes existing nosebag, places the egg in their mouth, and hangs new nosebag on j hook.*
- *Apprentice climbs down under control without breaking the egg.*
- *Time stops when the Apprentice's first foot hits the ground.*
- *No skip stepping, hot dogging or free falling is allowed.*
- *Any damage to the egg is a 10 point deduction.*
- *If the egg falls out of the bag while the Apprentice is ascending and does not break they may climb down, retrieve it, and finish the event.*
- *Any deductions will be added together and deducted from the 100 points available for a final team score.*
- *Both contestants' times will be added and averaged for a final team time.*