



INTERNATIONAL Lineman's Rodeo

Apprentices will test on Friday, October 12th, 2018 at the ground floor of the Overland Park Convention Center. Testing will begin at 1:00 pm and run thru 3:30 pm

The **35th ANNUAL INTERNATIONAL LINEMAN'S RODEO** will be Saturday, October 13, 2018 in Bonner Springs, Kansas at the National Agriculture Center & Hall of Fame. Kansas City Power & Light and Westar Energy are the host utilities.

The **INTERNATIONAL LINEMAN'S RODEO EXPO '18** will be October 11th and 12th. This year's exposition will be at the Overland Park Convention Center located at 6000 College Blvd., Overland Park, KS. It is the largest suburb of Kansas City.

The **2018 INTERNATIONAL LINEMAN'S RODEO SAFETY & TRAINING CONFERENCE** will be October 10th and 11th at the Overland Park Convention Center. This conference is **FREE** to all attendees and will host key industry speakers covering a range various safety and training topics. A registration form is enclosed in this packet. Sign up to attend this 1½ day conference and learn some valuable industry information.

The Lineman's Rodeo attracts the best lineman from around the world to compete in events based on traditional lineman tasks. The first Lineman's Rodeo was held in September 1984, with twelve participating teams from Kansas and Missouri. The Rodeo has grown now to over 200 teams and more than 300 apprentices that come to compete.

Team Events:
Hurt man Rescue
Pole Climb
Two Mystery Events

Apprentice Events:
Hurt man Rescue
Pole Climb
Written Test (Apprentices will test on Friday October 12th, 2018, ground floor of the Overland Park Convention Center. Testing will begin at 1:00 pm and run thru 3:30 pm)
Two Mystery Events

Our Goal

At the end of the Rodeo teams will say we were fair and consistent in judging, i.e. we all played by the same rules applied consistently. The Rodeo was a pleasant and fun event. The Lineman's Rodeo Board, Advisory Committee, Master & Chief Judges Committee, representing all groups determines the guidelines listed below.

Rules of Eligibility

The intention of the International Lineman's Rodeo is to recognize the profession of line work as well as demonstrate the safety, skill and education of electric linemen. The International Lineman's Rodeo was designed for participation by every day practicing, working linemen. If you are or ever were a qualified practicing, working linemen you are eligible to compete in the rodeo. *You will not be eligible to compete if you are on any Board or a member of any committee of the ILRA or if you attend any Master and Chief Judge's meetings throughout the year.*

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Competitor Definitions

Team

A team consists of three participants: two linemen and a ground man. Both linemen must be qualified Journeyman Linemen. If a Journeyman must drop out of the competition for any reason the alternate who takes his place must be a qualified Journeyman Lineman.

**If an apprentice is competing on a team as a ground man he / she will not be allowed to enter the apprentice competition also.

Ground Man

A ground man is a non-climbing participant of the team. He / She will be allowed to climb if one of the climbing linemen should have to drop out for any reason. The ground man must be a Journeyman Lineman to replace a climbing member of the team. Should the ground man replace a climbing member of the team they must be replaced by an alternate to keep the team whole as a three-person team.

Apprentice

A person is considered an apprentice for 4 years after they enter an apprenticeship and can no longer compete as an apprentice after the four years elapse. An apprentice can compete as a Journeyman after being an apprentice for four years if he meets the following criteria. They must provide a statement from their employer stating that they have completed their training and are performing Journeyman duties while waiting for a Journeyman position to open. They would no longer be eligible for apprentice events. If a person who is classified as a Journeyman with one company were to obtain employment with another company in an apprentice classification that person will not be permitted to enter the Apprentice events.

If an Apprentice makes journeyman 31 days or more before the current year's rodeo, they will not be permitted to enter that year's rodeo as an Apprentice. If they make Journeyman within 30 days of the current year's rodeo, they will be permitted to compete as an Apprentice.

Registration / Team Number Scheme

Teams must register together. All three members must sign waiver. The packet will then be released. It will have all the standard items such as an agenda for all events, schedule for the team, maps, banquet tickets and the event descriptions.

Teams will be numbered per the following info:

Journeyman Teams:

Team's # 002-299	Investor-Owned Utilities
Team's # 300-399	EMC, REA, and REC
Team's # 400-499	Municipals
Team's # 500-599	Contractors
Team's # 600-699	Seniors* (<u>50 years old or older the day of the rodeo</u>)
Team's #700-799	Military**

*For the Senior Division each member of the team must be at least **50** years or older by the day of the rodeo. A senior may choose to compete in the Sr. Division or in another division, but not in both. Seniors are eligible to win Top Overall prize and individual events. Seniors team members will be required to submit a photocopy of ID (such as driver's license) when submitting team entry form.

**A person is considered a member of the Armed Forces if they are currently serving in the branch of the Military service (active duty, guard or reserves). All team members must meet this criteria. A person may choose to compete in the Armed Forces division or any other eligible division, but not both. Armed Forces team members will be required to submit a photocopy of Military ID stating active duty military when submitting team entry form.

In the event a team/apprentice is sponsored by someone other than their current employer, or self-sponsored, that team/apprentice will register in the division in which the majority of the team /apprentice are employed. If the team/apprentice is unemployed the team/apprentice will enter the division in which he was most recently employed. If substitution becomes necessary during the rodeo, the substitute must be from the same division as the team member that he is replacing and all other rules for substitution will apply.

Apprentices will be numbered per the following info:

Apprentices:	
Apprentice #1002-1299	Investor-Owned Utilities
Apprentice #1300-1399	EMC, REA, and REC
Apprentice #1400-1499	Municipals
Apprentice #1500-1599	Contractors
Apprentice #1600-1699	Military

Definitions of Competition Divisions for Placement:

Investor-Owned Utilities- A utility owned by private investors, as opposed to one owned by a public trust or agency; a commercial, for-profit utility as opposed to a co-op or municipal utility and electric cooperative.

REA, REC and Electric cooperative- A cooperative, REA and REC that is a not-for-profit business voluntarily owned and controlled by the people who use its services. Unlike investor-owned utilities, an electric cooperative is operated by and for people of the community. ... Electric cooperatives were originally formed to bring electricity to rural households

Municipals- "Municipal electric utility" means, as defined in division (A)(20) of section 4928.01 of the Revised Code, a municipal corporation that owns or operates facilities to generate, transmit, or distribute electricity

Contractor- An electrical line contractor is a business person or firm that performs specialized construction work related to the design, installation, and maintenance of electrical systems.

Military- A person is considered a member of the Armed Forces if they are currently serving in the branch of the Military service (active duty, guard or reserves). All team members must meet these criteria. A person may choose to compete in the Armed Forces division or any other eligible division, but not both.

Rules to place teams and apprentices in the appropriate division for competition

3-man Journeyman teams:

1. Teams will be placed into competition divisions by the following criteria
 - a. By the utility, contractor, municipal, military or electric cooperative all team members are employed.
 - b. By the utility, contractor, municipal, military or electric cooperative the majority of the team members are employed
 - c. If all 3 team members are employed by different entities (i.e. IOU, contractor, municipal, military, electric cooperative), they will be placed into the contractor division
 - d. If all team members are not employed for an IOU, contractor, municipal, military or electric cooperative they will be placed in the contractor division
 - e. If a team is self-sponsored rules a, b, c and d above will be followed for placement into a competition division
 - f. Sponsorship will not determine the division the team will compete in the day of the rodeo. (Example #1: Local XYZ sponsors 3 IOU lineman rather than the utility whom they are employed then they will compete in the IOU division. Example # 2: Equipment manufacturer X sponsors a team of 3 contractors they will compete in the contractor division.)

Apprentices:

1. Apprentices will be placed into competition divisions by the following criteria
 - a. By the utility, contractor, municipal, military or electric cooperative the apprentices are employed.
 - b. If the apprentice is not employed for an IOU, contractor, municipal, military or electric cooperative they will be placed in the contractor division
 - c. If the apprentice is self-sponsored rules a and b above will be followed for placement into a competition division
 - d. Sponsorship will not determine the division the apprentice will compete in the day of the rodeo. (Example # 1: Local XYZ sponsors the apprentice rather than the utility whom they are employed then they will compete in the IOU division. Example # 2: Equipment manufacturer X sponsors a contractor apprentice they will compete in the contractor division.)

We will use this number scheme throughout the event. This will allow us to enter each group into its own scoring category. It makes it extremely important that we do not register and assign a team to the wrong division.

Team / Team Member Substitution

Representation of teams from individual companies: Any company or district can have two teams entered regardless of the number of employees.

Limit of teams: No more than one team per 10 journeymen employed.

Example: District employee's 30 journeymen. The maximum, which could enter, would be three teams.

Rule for Substitution

A team consists of three persons: Two linemen and one ground man. One person must be designated ground man for the team. The ground man remains the ground man for all events. If a person is hurt, they are out of the competition for the rest of the events, but the team can substitute an alternate for the one hurt. The ground man can be the alternate lineman if they are a journeyman. The alternate can be designated as a substitute for a lineman or ground man. The alternate must be a journeyman lineman if they are to replace a climbing participant.

Substitution Procedure

For Journeyman Teams only, allowing one alternate substitution per team. This procedure is used when an alternate team member substitutes for an original team member because of illness or injury.

- If a team member becomes ill or injured his team is to notify the Chief Judge at the event where the illness or injury occurred.
- The Chief Judge of the event will remove the wristband from the ill or injured team member.
- If the illness or injury results in the team not completing an event, the team will receive an incomplete for that event.
- To continue participating in other events, the team needs to request that an alternate take the place of the ill or injured team member. (see above Rule for Substitution)
- The request to substitute an alternate should be made to the Chief Judge at the event in which the illness or injury occurred.
- The Chief Judge of the event where the illness or injury occurred will escort the team and alternate to the command tent, where one of the event coordinators will process the necessary forms and issue a new wrist band for the substitute team member.
- Once the alternate replaces the original team member his name will be shown as team member for any awards the team receives in any event. (Includes events prior to the substitution)

Random Start & Judging Sheet Procedure

Random Start Procedure

In an attempt to expedite the start of the rodeo the following rules will apply to all journeyman teams and apprentices:

15 teams and 15 apprentices from each schedule will be randomly selected to start their first event within 20 (twenty) minutes of official start time of the rodeo. The public-address announcer will give official notification that the rodeo has begun and announce an official start time. This announcement will come after the opening ceremonies. A team or apprentice that fails to report to their respective event, within the above-mentioned 20-minute time limit, ready to start, will have 2 points deducted from their score. Teams and apprentices must enter the staging area at the request of the chief judge, ready to start, failure to do so will result in a 2 - point deduction.

The random selection will be done by the event coordinator and will be done in advance of team and apprentice registration. An adhesive sticker will be placed on the outside cover of the team and apprentice scorebook as notification of your random selection to report to your first event. Do not remove this sticker. The event coordinator will record the team and apprentice number upon random selection and will report this information to the event chief judge. Any attempt to remove or modify this sticker will result in 10 - point deduction. Late reporting will also result in a 2 - point deduction.

The event descriptions will be in the team registration handout as always but not judging sheets.

Each team will also have a schedule in their registration handout. It will be random from one of four different schedules for Journeymen and four different schedules for Apprentices used to balance event participation. It will have a place for the event judge to sign (beside each event) to show that the team has completed that event in the correct order. It will also have a place for a Master Judge to sign by an event to allow a team to do an event out of sequence in the case of backlogs.

Judging Sheet Procedure

Team number, company name and team names will be filled in on each event judging sheet by the judges at the event. Individual names will have to be entered on the Pole Climb events for individual consideration. These sheets will be the standard multi part sheets we have used in the past. After event completion, the judge must sign the scoring sheet and include his judging number. The Judge or designee then takes the scoring sheet and the team with all copies to the Scoring Group at the scoring building located at the event exit. The scoring group will enter the teams score into a computer, allow the team to verify the score, and then release the team with a copy of the score sheet.

We will use team number and company name to enter the scores in each division.

The Chief Judge or his designee will have a team number list to check off teams as they come through his event. This way he can track who has not been through.

After the event is completed the Chief Judge needs to bring his event score sheet copies in numerical order to the Event Coordinator, at the command tent. He will then verify the match between teams completed and these will also be a backup if for some unknown reason the original score sheet does not make it to the scoring group.

Each team or apprentice can verify the computer input of their scores at the exit at each event. You are encouraged to do so. If a team does not verify their scores they forfeit the opportunity for correction. Apprentices may view their written test results and review questions they missed at the red barn after 1:00 pm, but will not be able to take a copy with them.

Judging

Being a Judge at the International Lineman's Rodeo

Our goal at the International Lineman's Rodeo is to be fair and consistent in judging all events. If you are or ever were a qualified practicing working lineman, you are eligible to be a judge. When you volunteer to be a Judge, it is important to attend the Judges meetings held at the Sheraton Overland Park Hotel, located at 6100 College Boulevard, Overland Park, KS on Friday before the rodeo. In these meetings, each event is reviewed and final instructions are given so that our judging can be fair and consistent.

The journeyman teams and apprentices and participating in the rodeo have spent many hours preparing to complete and deserve dedicated judges interested in fair and consistent judging.

Please review the list of items below to see what is expected and needed to participate as a judge.

1. Have had experience in the electrical Linemen trade
2. Attend the Judges meeting on Friday
3. Wear Hard Hats
4. Wear Long Pants
5. Wear Hard Sole Shoes
6. Have clipboard
7. Have a stopwatch (capable of times down to hundredths of seconds)
8. Foul Weather Gear is not required; however, it is a good idea to be prepared as the rodeo goes on rain or shine

Judges will receive a complementary gift, and hard hat before judging in addition to a ticket for lunch the day of the rodeo. The judges will also receive a banquet ticket for the awards banquet Saturday evening.

We need and welcome Judges and Assistants from all participating companies and locals.

Please use the Judges Registration form to volunteer for judging.

Thank you for your support!!

Judges Job Descriptions

Master Judges:

A Master Judge is to be the authority on the day of the rodeo to resolve situations involving their assigned events. They are to assist their Chief Judges in resolving disputes and protests in any situation the Chief Judge is unable to resolve. They are to be available to their Chief Judges to consult with on procedures and help locate needed tools and supplies. Master Judges are responsible for the flow of his assigned events and should re-route teams to keep events from backing up. Know what to do in case of illness or injury. (First aid, fire rescue, ambulance, etc.)

In preparation for the Rodeo, the Master Judge is expected to be able to do the following:

- Attend Master and Chief Judges meetings throughout the year.
- Attend the work day on Wednesday prior to the rodeo, if possible.
- Be available to help their Chief Judges at the meetings on Friday prior to the rodeo.
- Help distribute Judges Books to judges at the meetings on Friday prior to the rodeo.

Chief Judges:

A Chief Judge is to be the authority on the day of the rodeo to resolve situations and protests at their event that the judges are unable to resolve. They are to be available to their Judges to consult with on procedures and help locate needed tools and supplies. The Chief Judges are responsible for keeping the event moving and tracking the teams/apprentices entering and leaving the event, getting teams / apprentices property staged and informed prior to entering the event. Schedule lunches for their judges

and issue lunch tickets and banquet tickets to each judge. Sign team or apprentice score sheets at exit when they have completed the event. Deliver copies of all score sheets in numerical order to the Event Coordinator at event completion. See that all tools and supplies are gathered and secured in the event trailer when event is finished. Know what to do in case of illness or injury. (First aid, fire rescue, ambulance etc.)

In preparation for the Rodeo, the Chief Judge is expected to be able to do the following:

- Attend Master and Chief Judges meetings throughout the year.
- Attend the work day on Wednesday prior to the rodeo.
- Assemble tools and supplies for their event and secure in the trailer provided, by Thursday before the rodeo.
- Conduct the Judges meeting on Friday prior to the rodeo.
- Distribute Judges Books to judges at Judges meeting on Friday prior to the rodeo.

Judges:

A Judge is to be the authority in conducting the event competition for each individual team or apprentice. The Judge is to refrain from judging teams or apprentices from their company. They will escort the team or apprentice to the event structure and allow five (5) minutes for questions and tool layout. Judge starts time and observes the team or apprentice during the event for infractions and stops time when team or apprentice is complete. The judge enters the individual deducts on score sheets along with the completion time. The judge enters his name and judges number clearly on the score sheet and give to Chief Judge or his designate at the event exit.

In preparation for the Rodeo, the Judge is expected to be able to do the following:

Attend the judges meeting on Friday prior to the rodeo.
Bring a hard hat, stopwatch and clipboard to use the day of the rodeo.

Staging Judges:

Greet each team or apprentice at the event entrance line. Make sure each team member or apprentice is wearing the proper color wrist band. Communicate any special instructions for the event. Answer any questions you can. On questions you cannot answer, contact the Chief Judge to get an answer. When a team or apprentice has been staged, continue staging with the next participant.

In preparation for the Rodeo, the Judge is expected to be able to do the following:

Attend the judges meeting on Friday prior to the rodeo.
Bring a hard hat, stopwatch and clipboard to use the day of the rodeo.

Entrance Judge:

Check team or apprentice in verifying their number against the roster. Log them into the event by making a check next to their number and record the time next to their number. Assign them to the first available Judge to participate in the event.

No special requirements or preparation, as long as they do not enter the competition area. All who enter the competition area need to wear hard hats and safety equipment.

Exit Judge / Scorekeeper

Check team or apprentice out by making a check and recording the time next to their number on the roster. Collect the score sheets from the Chief Judge or his designee after they have checked and signed the score sheet. Give the "pink copy" to the team or apprentice, put the "white copy" in the box for scoring, and keep the "yellow copies" at the exit table arranged in numerical order. Give the "yellow copies" to the Chief Judge when the event is over.

No special requirements or preparation, as long as they do not enter the competition area. All who enter the competition area need to wear hard hats and safety equipment.

Judge Responsibilities

Master Judges

There will be six Master Judges for the Journeyman and Apprentice events. Each Master Judge will be assigned individual events and be responsible for overseeing the operations of that event for the rodeo.

Chief Judges

There will be two Chief Judges for every event. The Chief Judge will assign another person to check teams in and out and to give instructions. **The Chief Judge is not to judge teams or point out mistakes that teams make to the event judge while the team is competing.** The Chief Judge will be free to roam the event area and watch for inconsistencies in judging and bad or unfair calls. If any of those are noticed the Chief Judge will pull the event judge off to the side and point the errors out to him. If the event judge persists in making bad calls he will be asked to leave the event.

Chief Tool Inspection Judges

There will be two chief tool inspection judges that will circulate throughout the events, randomly stopping to inspect rodeo participant's tools and equipment. Tool(s) and equipment identified as worn, broken or altered by the tool inspection judges are not to be used at any rodeo event. Failure to allow tool and equipment inspection will result in disqualification. (Please see "Tools" listed below for a more detailed explanation of the inspection procedure)

Event Judges

Judges will show respect to team members and apprentices and treat them with fairness and courtesy. High fives, smirks, and other visible inappropriate actions will not be tolerated from judges. Unfair judging and disrespect to contestants will not be tolerated and disrespect to judges from contestants will not be tolerated. This type of behavior will result in a letter being written to management of the company involved.

Judges must not judge a team from their own company. If this happens the judge will be disqualified and the team will receive a 100-point deduction for the event judged.

Events will be judged for:

- Safety
- Work practices
- Neatness and ability
- Equipment handling
- Timely completion of the event

Events must be completed in the order shown on your schedule. Each event must be marked complete by an event judge before you can start the next event unless re-routed by a Master Judge.

Judging / Other Volunteers

The number of volunteers to be judges has declined to the point that we are asking that you volunteer (1) judge for every (3) participants sponsored by your organization.

(Example)

If you enter (2) 3 man teams and (6) apprentices for a total of 12 participants, we would ask you to supply (4) judges.

We cannot have a successful rodeo without enough judges. We appreciate your support and hope your participation is a rewarding experience. Please sign up and personally help make the Rodeo a success. All judges need to make arrangements to be in Kansas City to attend the judges meeting which will be held from 9:00 am to 12:00pm on the day before the Rodeo. If you have any questions, please feel free to contact: **Rick Childers, email @ rickc66@aol.com,**

Rodeo Rules Governance

Judging for the Rodeo is based on rules adopted by the Rodeo. Local rules and interpretations are not to be used as criteria for judging.

Participant Questions – Day of Rodeo

Participants may ask the judge questions before the event begins, but not while he is judging. They may ask the judge to clarify any questions they have before the event starts. It is the participant's responsibility to ask the questions. They have a maximum of 5 minutes to ask questions and lay out their tools.

Video footage will not be allowed to settle judging disputes.

Contesting a Call

The team or apprentice must be the one to protest a call. Help from spectators in a protest will result in the team or apprentice being disqualified. No team or apprentice will be allowed to protest another competitor except in the case of management employees mentioned above.

Each event has a Chief Judge. If the team wants to contest a call they must take it to the Chief Judge at the event. The Chief Judge will try to settle the dispute. The dispute must be brought to the attention of the Chief Judge before the team leaves the event. If the Chief Judge up holds the event judge's ruling the team forfeits two additional points. If unable to settle the dispute with the Chief Judge at the event the team may elect to take the protest to the Master Judge. If the Master Judge up holds the Chief Judge ruling the team forfeits an additional two points.

Exceeding Mean Time

As in the past 2 points will be deducted from the team or apprentice score for exceeding the mean time. If the team or apprentice continues an additional five minutes past the mean time the event will be stopped at that point and the team or apprentice will have an additional 2 points deducted for not completing the event. It will be the Event Judges responsibility to make sure the proper points are deducted.

Tools

Contestant material / tool carts will not be allowed in event areas

Each contestant needs to bring their own hooks, belt, hard hat, safety glasses, long-sleeved shirt, hand tools, work gloves with a gauntlet, 20KV rubber gloves (minimum) *with* protectors, hand lines, hood bag, and line hose bags.

Manufactured rope lanyards / safety straps will be allowed. All rope lanyard / safety straps must have ANSI or other approval tags attached. All other rules will apply to these safety straps (no modifications, worn / damaged etc.).

Hard hats **(western style hard hats and helicopter / mountain climbing style hard hats will not be permitted at the rodeo)** and safety glasses are required for all participants once inside the roped off sections of all rodeo events. Work gloves are required any time work is being performed.

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

1. **All teams must use the Bashlin # 35 or similar industry recognized manufactured handline hook. NO home-made or altered handline hooks will be allowed to be used at the rodeo. If the integrity or compliance of a hand line hook is questioned the chief judge of tool inspection will evaluate the hook. The Bashlin 35GP or similar manufactured double hook as advertised in the American Safety catalog WILL NOT be allowed. The handline (or pulley line) must have a sheave in it and must have an approved "becky" for hanging on the pole. An approved "becky" consists of an eye plaited into the sheave, another eye on the other end to snap back into the sheave, and three loops for adjustment of length. The handline must be a minimum of ½" in diameter. (The safety latch at the top of the pulley block is not required.)**

2. The designated work area for all events will be an 5 foot radius around the pole.
3. Any special tools required for the mystery events will be provided and must be used.
4. In the Hurt Man Rescue events for both Journeymen and Apprentices 3" PVC Conduit will be used to measure between the rope and the mannequin to evaluate the knot.
5. Please make sure that your tools are clearly marked with your name for identification.
6. No battery-operated tools will be allowed other than those provided by the International Lineman's Rodeo.
7. **Altered tools or equipment cannot be used at the ILR competition.** Final determination of altered tools will be made by the Tool Judge at the event Chief Judge's Request. Zip Ties (Tie wraps, Nylon ties) may be used to attach tool pouches to the climbing belt and is not considered a modification.
8. **Contestants will be disqualified if found with fingers cut out of rubber gloves, or altered in any way, at any time on the rodeo grounds, no warning will be given.**

The penalty for altered tools will be 2 to 10 points or *disqualification* for each infraction as determined by the *Chief Judge*. A random tool inspection *may be conducted anytime while on the Rodeo grounds* to check for safe condition and for alterations of personal tools. *The Chief Tool Judge will notify the competitor of any alterations or modifications that were found at the random inspection. The Chief Tool judge will indicate the alteration or modification on the contestant's scorebook. If the contestant does not make repairs or remove the modification prior to entering the next event area the Chief Judge at that event will deduct appropriate points. The Staging Area will not be considered part of the event area. Once a contestant has entered an event, no repairs or replacements can be made. Points will be deducted from the event that the team is competing in at the time the altered tool is discovered.*

Alterations or unsafe conditions that may result in deductions are as follows:

- Tape on straps, tools or equipment.
- Tapered cuts on straps.
- Buckles filed.
- Elongated holes in straps and belts.
- Improper gaff length.
- Fingers cut out of gloves. (Disqualification)
- Rubber gloves will be inspected at each Journeyman climbing event.
- Velcro straps on climbers must be used as manufactured. No modifications, such as cutting the Velcro shorter. In general, no tool modifications are allowed.
- Keepers removed from safety strap

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

Event Cancellation Policy

The International Lineman's Rodeo Association is a non-profit organization that relies on participant entry fees and sponsor memberships to finance the rodeo and related activities. Many of the expenses incurred are non-refundable to the rodeo association. In recent years, we have had to cancel individual events for various reasons. With the following statements, we are setting a policy to cover the cancellation of events and if necessary the rodeo itself. In this way, everyone will know what will be done with respect to the cancellation of the rodeo or any of its events.

Rodeo Cancellation

The Rodeo will be cancelled in the event of prolonged Lightning Storms, Tornados or other severe weather during the scheduled day of the rodeo that makes it impossible for safe participation.

There will be no refunds for entry fees, sponsorships or tent rentals etc. in this instance.

The decision to cancel the rodeo because of weather will be made by the International Lineman's Rodeo Association Executive Board and communicated by every means possible.

Individual Event Cancellation

The decision to cancel an individual event will be made by the International Lineman's Rodeo Association Event Coordinator, Assistant Event Coordinator, Event Master Judge and Event Chief Judges.

In the event that an individual event is canceled for any reason, the disposition of that event's trophies and scores will be as follows:

- A. Trophies will be awarded in canceled events only if 50% of the participants have completed the event according to the scores posted.
- B. The scores for the canceled event will not be counted in any overall categories.

Individual Event Closure

The International Lineman's Rodeo Association is responsible to make sure that all events are completed in an efficient and timely manner. To that extent, we therefore impose the following rule:

Events will close 20 (twenty) minutes after the public address announcer makes a last call for an event. It is the contestants or his representative's responsibility to notify the Chief Judge of the closing event of that contestant or teams' status. Failure to report within the 20 (twenty) minute time frame with a valid reason for tardiness will result in a 100-point deduction and that contestant or team will not be allowed to run that event.

Scoring

Remote scoring will be done at all events. Each team or Apprentice will verify their score prior to leaving the events and will initial their scorebook as proof of verification. There will be no further verification after the team leaves the event.

- Each event is worth a total of 100 points.
- Time will be used only to break a tie.
- Judges must sign score sheets.
- The first place team or apprentice winning each event will have no points added to its score. Time will be the determining factor in case of ties.
- Failure to complete an event will be an automatic 100-point deduction, with the exception of exceeding the event completion time.

Infraction Definitions

The following are definitions for the infractions listed on the score sheets used at the International Lineman's Rodeo. These are the most common infractions. Only those infractions relating to each particular event will be on that events score sheet.

Example: Infractions for sticking events are different from gloving events, so there will not be any gloving infractions listed on sticking events etc.

The list of infractions consists of four categories:

1. General Infractions:

(These are the most common occurring infractions. The infractions that relate to individual events will be listed on that event score sheet.)

2. Other Infractions:

These infractions will not be listed on the score sheets. They will be indicated as infractions under the "OTHER" section of the score sheet, with a brief notation of the infraction. The reason that we are not listing these on the score sheet is because these infractions only occur occasionally and do not warrant individual listing on the score sheet.

3. Sticking Infractions:

These infractions will be for hot sticks and the proper use and will be added to the general infractions for the sticking event.

4. Gloving Infractions:

These infractions will be for the proper use of gloving procedures and will be added to the general infractions for the gloving events.

General Infractions – Two Point Infractions

1. Failure to cover neutral, secondary or primary properly

All potentially energized conductors must be fully covered with protective cover provided, when within reach, fall or slip of energized conductor.

2. Failure to maintain positive control of conductor while performing task

When moving conductors at least two points of control must be maintained.

3. Climber working or hand line operation on pole while other man is un-safetied

No work, hand line operation or climbing while either climber is ascending or descending the pole or un-safetied.

4. Fall Restraint / Safety Strap Infraction

Safety strap must be in control at all times. All snaps of safety must be hooked on the D-ring, before time starts and while climbing the pole (see below for exceptions). The safety strap may be carried on the shoulder however both snaps must still be in D-ring. If the safety strap slides off the shoulder the contestant will receive a deduction.

For those contestants using a fall protection system type safety belt, the above rules shall apply as well as those listed below:

- a. **All fall restraint / arrest type safety belts will be used in accordance with the manufacturers' specifications and must be properly adjusted.**
- b. **No contestant may start an event with a safety strap on or around the pole or in their hand prior to the start, regardless of manufacturer.**
- c. **Manufactured rope lanyards / safety straps will be allowed. All rope lanyard / safety straps must have ANSI or other approval tags attached. All other rules will apply to these safety straps (no modifications, worn / damaged etc.).**

Fall Restraint Usage- The International Lineman's Rodeo's commitment to safety acknowledges the proper use of the manufacturer's suggested operation of all fall restraint in addition to the contestants required company's policy concerning climbing with a fall restraint device. It is the contestant's responsibility to operate all fall restraint devices as recommended by the manufacturer or their company's work policy. It is not the intent of the rodeo to become fall restraint authorities, but to promote safe work habits for our contestants and the utility industry.

5. Improper hand line operation

The lines of the hand line must not be twisted while raising or lowering tools or material. Tools and material can only be hung on the open hook of the hand line. The hand line may be hung above the neutral before cover-up only if there are no secondary conductors to reach over and the uncovered neutral is not touched by any part of the hand line or hand without rubber gloves. **All handlines must be hung by the becky unless otherwise indicated in the event description. Failure to take two wraps on the friction bar in the apprentice hurt man rescue will result in a two-point deduction.**

6. Dropping tools or materials from pole

Climbers cannot drop tools or materials from the pole.

7. Misuse of tools or the use of the wrong tool

Tools must be used for their intended purpose and not altered from manufactures specifications.

(Refer to the Tools section of this packet for examples of altered tools)

8. Poor cooperation / communication between team members

Arguing or otherwise displaying discontent with other team members causing poor communication.

9. Extended body contact with covered neutral.

The body cannot have more than brush contact with the covered neutral.

10. Failure to maintain proper clearance from energized conductors or parts

Journeyman must maintain proper clearance from exposed energized primary conductors or parts with all parts of the body except the rubber-gloved hand. This would include any un-insulated tools attached to the energized primary conductor. Proper clearance is defined as within reach fall of exposed energized conductors.

11. 2 Point Deduction for EACH Cutout or slip on pole;

Cutout or slip is defined as “after the individuals gaff makes initial contact with the pole and the gaff comes out of the pole in such a manner that the climber adjusts control while ascending, descending or repositioning on the pole.

12. Failure to keep tools and materials on tarp

All tools and materials must be completely on the tarp. (2 Point deduction when time stops if all tools and equipment are not on the tarp).

13. Failure to wear hard hat properly at all times (not backward)

Hardhats must be worn with visor over face and not over the neck. Hard hats that are improperly adjusted and are having to be continually repositioned causing participant a distraction effecting concentration on the event, is an infraction. Cowboy hard hats are not approved for use at the ILR competition.

14. Failure to wear long sleeve shirt, sleeves down and buttoned

Long sleeve shirts are required. If shirt has buttons on the sleeve, they must be buttoned. Sleeves cannot be pushed or rolled up.

15. Failure to wear work gloves with a gauntlet, when work gloves are required

- a. The ground man must wear work gloves with a gauntlet at all times while they are performing work or handling tools or materials.
- b. The gauntlet is defined as additional material sewn to the work gloves above the cuff, sufficient in length to protect the arm above the wrist between the wrist and the cuff of the shirt when the arm is extended as to reach up, out, etc.
- c. Journeyman and Apprentices must wear work gloves under the same circumstances as the ground man while on the ground.
- d. Journeyman must wear work gloves with a gauntlet while on the pole except when rubber gloves are required.

16. Dropping or losing hard hat (any team member)

Hard hats must be worn at all times while inside the event area. This applies to all team members or apprentices.

17. Hanging tools or materials on structure, conductor, hand line or safety strap

Tools or materials can only be hung on the open hand line hook or in tool bags hung on the open hand line hook. **Bags with snaps or hooks shall not be placed / snapped into the rings on the back side of any hand line hook, in the snap of the hand line or inserted in the hand line rope. All tools, material and bags must be placed on the open end of the hand line hook.**

18. Poor housekeeping

Tools or materials placed on the tarp in a pile or directly under workman on the pole.

19. Exceeding the mean time this event = XX min.

The mean time is used in all events except for the pole climb. The Event Judge will be responsible for insuring that the Mean Time points are deducted. The mean time is based on the times from previous Rodeos; the mean is the dividing line at which half of the participants are faster and half are slower in completing the event.

20. Knots- The contestant will tie the required knot, when the knot is completed it will be placed on a table or provided tying station to be observed by the judge. The judge may ask the contestant to lift or rotate the knot for inspection. If there are deductions the judge will let the contestant know what is not correct, but will not touch or change the knot. The judge will ask the contestant if they are clear with the score and / or deductions and if they are, the **contestant** will undo the knot. Once the knot is untied by the contestant they will not be able to protest the deductions. If there is a protest the knot will stay in the original position until the protest process is completed.

Other Two Point Infractions:

Infractions that have a low occurrence and listed on the other infraction list of definitions will be shown here with a brief description.

1. Hooks / gaffs shall not be worn outside the work area and should be covered with approved gaff guards when not in use.

2. No work shall be performed on the ground while wearing hooks / gaffs.

3. Material or tools shall not be placed in the contestant's mouth. The only exception to this rule will be in the "pole climb" event.

4. Improper hand line procedure

The first man up the pole should take the hand line and the last man on the pole below the neutral, or as indicated in the contestant's scorebook should drop the hand line. Any other order will be an infraction.

5. Not wearing safety glasses

All participants need to wear safety glasses while inside the event area.

6. Hot-dogging

Hot-dogging is defined as having both hooks out of the pole while descending the pole, while periodically catching one gaff as to be almost out of control.

7. Not wearing ANSI approved lineman belt

All lineman belts must have the ANSI approved identification tag to be accepted for use in competition at the ILR.

8. Exposed blade on skinning knife

All skinning knives must either be folded or properly sheathed *while not in use*. Exposed blade in a ditty bag or a tool pouch on the climbing belt is considered misuse of tools. (No exposed blades)

9. Failure to inspect rubber gloves

Rubber gloves must be inspected before each event during the 5 minute set up time.

10. Improper storage of rubber gloves

Rubber gloves must be stored cuff down in glove bag.

11. Improper use of glove bag

Glove bag cannot be used to hold tools, material or wire.

12. Mishandling of materials and / or tools

Materials and / or tools may not be placed in contestant's mouth. This rule will not apply to the Pole Climb event, but will apply to all others.

Sticking Infractions

General - Two Point Infractions:

1. Failure to wear Rubber Gloves within reach, fall or slip

Rubber gloves are required when participant is within reach, fall or slip of energized conductors including the neutral.

2. Encroachment into marked safety zone of hot stick

Anytime the hand (bare, gloved or rubber gloved) goes *above* the marked safety zone.

Note: Each stick provided by the ILRA for use at the rodeo events, will have the minimum safe work zone identified on each stick. Any contact *above* this marked safety zone while the hot end of the stick in contact with the simulated energized conductors, is considered an infraction. This includes the rubber gloved hand. (Sticks are marked for use on 7.2 KV lines) Deductions will be given if the hand extends past the safe zone mark.

Gloving Infractions

General - Two Point Infractions:

1. Failure to wear rubber gloves ground to ground

Journeyman must wear minimum 20 KV rubber gloves from ground to ground on gloving events.

2. Failure to have two journeymen up the pole while primary gloving is preformed

At the ILR we require three-man teams and two journeymen up the pole while gloving primary voltages.

Ten Point Infractions:

1. Contact with energized conductor

Contact with any body part, except the rubber-gloved hand on neutral and secondary.

2. Failure to use hand line for raising and lowering tools and materials

The hand line is to be used to send tools and materials up and down the pole. The intent of this infraction is to deduct points for deliberately tossing tools and materials from the pole to the ground or from the ground to the journeyman on the pole.

3. Second man starts to climb before first man safeties off and in a stationary position.

The first Journeyman up the pole safeties off and stationary before the second journeyman starts climbing the pole.

4. Losing control or dropping conductor

Losing control of a conductor is defined as being unable to hold in position without touching the pole, hardware, other conductors or dropping completely. Dropping the conductor is defined as coming out of tool or hand and falling free.

5. Working opposite phases *or phase and neutral* at the same time

The journeymen on the pole cannot be in contact with opposite phases at the same time with sticks or rubber gloves.

6. Opening switch before installing mechanical jumper

This is an infraction when continuity of service is to be maintained and the participants mistakenly open the switch first.

7. Dropping hot arm

This hot line tool if not installed properly can fall from its installed position. If this happens with the conductor in the hot arm it is a deduction in this category.

8. 10-point cutout or slip on pole;

This is defined as, after initial contact is made with each gaff to the pole; **both gaffs** are out of or sliding down the pole rendering the climber out of control.

Disqualification:

1. Unprofessional behavior

Pushing, shoving or hitting other team members, contestants or judges. Swearing or threatening other team members, contestants or judges. Throwing tools or materials in anger or disgust before, during or after the event.

2. Practicing on the Rodeo field prior to the Rodeo

No one is permitted to practice on any of the event structures at the rodeo grounds prior to the rodeo event.

On rodeo day participants may warm up prior to events on poles not being used for events, however you must ask permission to do so from the Chief Judge at the event. He will direct you to a place where you can warm up on a pole.

3. Intentional sabotage or tampering with materials, tools, or equipment on the Rodeo Field

Any one tampering with or seeking to hamper the use of tools to be used by following participants will be disqualified.

4. Unapproved use of alternates or changing status of team members during the events

(See Master Judge for approved use of alternates or change in team status during Rodeo.)

Switching out team members without going through proper substitution procedures will result in disqualification. Please refer to the Team Member Substitution Procedure in your team book.

5. Judge is disqualified for judging a team from their own company (Team receives 0 for event)

If you judge a team from your company the team receives a 0 for the event and you will be disqualified as a judge.

6. Protests need to be by team only (No help from spectators or others.)

Protests from those other than the team will result in the team being disqualified.

All protests must be made to the Chief Judge of the event before the team or apprentice leaves the event.

7. Modifying rubber gloves in any way

No holes, notches, cuts or slashes in any part of rubber gloves.

8. If attendees break the association rules, or the law, or have other inappropriate behavior, either on or off the field of competition (example: destroying or damaging property at host hotels), they will be barred / disqualified from participating in the rodeo and all rodeo events and any awards that the team may have received will be returned to the International Lineman's Rodeo for redistribution to the appropriate winners.

9. All spectators, contestants, company representatives or other non-association persons must not enter the immediate event areas during the week of the Rodeo, this is a work area and only authorized persons are allowed in the immediate event area (no exceptions). The immediate event areas are defined as those areas around an event that would be roped off during competition. Failure to stay out of the event area may result in your teams disqualification.

10. Additional points may be deducted per the event description as found in the contestants score book

Event Construction

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

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

- Single phase primary tied in on a ridge pin.
- 25 KVA transformer station located 7'6" from the top of the pole to the top transformer bracket.
- Closed disconnect is located 4' from the top of the pole
- Hand line is hung on the switch bracket and block must remain there during rescue.
- Neutral conductor will be located 3' below the top transformer bracket.

Pole Climb: 40' Class 3 poles with 4' cross arms (no conductor)

Mystery events: To be 40' Class 3 or 4 poles. Journeyman mystery events may be overhead or underground.

Mystery Event Materials: All special materials and tools required to perform mystery events will be supplied and must be used.

Stopwatch Start Procedure

Judges will verbally start events by saying to the contestants

"Are you ready" after contestant responds in the affirmative the judge will say "go" the clock will start when judge says go

Journeyman Events

Hurt Man Rescue – Simulated Hot on 40' Pole

There will be two judges assigned to each team.

This will be a three-man team event with all three contestants participating at the same time and at the same station. 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 transformer station. Buckingham will supply the Ox Block Handline kit and the rescue mannequins will be equipped with the Buckingham super squeeze.

Buckingham 488PR-Rescue Super Squeeze and the 50061A-4/80-Ox Block 80' Handline Kit will be used in this event.

(Pictures can be found on page 23)

Hurt Man Rescue (continued)

A barrel stick will be locked in the eye of the high side jumper hot line clamp; the fuse barrel will be in the closed position. The high side jumper will be connected to the primary, indicating that the transformer is still energized. An extendo stick will be lying on the mat. When time starts, the ground man will raise the extendo stick and open the cutout using the ring in the barrel before anyone has made any un-insulated contact with the handline or pole. Both the handline and pole are considered at a different potential until the disconnect is open. After the disconnect is open the climbing journeyman will ascend the pole and lift the high side jumper, prior to lowering the hurt man mannequin. One ground man will simulate calling for emergency help using a prewritten script provided by the International Lineman's Rodeo. The second ground man will open the disconnect and then assist the climber.

Prior to start:

Each team has five minutes to ask questions and adjust belts prior to the start of the event. The handline may not be repositioned during the setup. The event judge will position the handline the same way for each contestant, the hook shall be at the "OxBlock".

The lineman's belt and hooks will be hanging on a structure simulating hanging in a truck bin, with safety straps snapped into D-ring and belt unbuckled.

Rubber gloves are inside the glove bag at the start of the event and are required for the climber, ground to ground. Rubber gloves are also required for the ground man or journeyman if they intend to come in contact with the handline or pole prior to opening the disconnect.

The hurt man hangs in the center of the pole on the top transformer bracket.

The hand line may not be relocated during the rescue and will not be touched by the contestants prior to start time.

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 two remaining men on the ground will help the climber lower the hurt man.

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

The lineman on the pole must call out "Headache" loudly if any item is dropped.

The "rope" on the Buckingham Super Squeeze Rescue belt is the only item to be cut. There will be a 10-point deduction for cutting the belt in the wrong place.

The mannequin should be moved smoothly to the ground. Contacting the pole is acceptable.

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.

Contestants must use the hand line provided.

All point deductions are added together and subtracted from "100" for the team score.

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

Exceeding 4 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.

Start:

Time starts when judge says "go"

The climbing Journeyman will remove his tools from the structure and immediately proceed to the work circle where he will tool up. He may put his belt on while moving to the circle; but may only put climbers on while in the work circle. One of the remaining competitors will begin to call the dispatcher using the supplied script. One judge will act as the dispatcher and will respond according to the script. The contestant calling for help must complete the written script. Once the judge acknowledges the call for help is completed, that competitor should proceed to help the other two. The competitor not making the emergency call must retrieve the extendo stick from the mat and using the ring on the barrel, open the disconnect. He must then retract the extendo stick and place it back on the mat. Once the disconnect is open the lineman may start his ascent to rescue the injured lineman, the other competitors may assist the climber in the rescue. The climber will ascend the pole, use the barrel stick to lift the high side jumper, leave the barrel stick locked into the hot line clamp, and proceed to rescue the hurt man. The hand line will not be considered "hot" after the fuse barrel has been opened. The climber may rig the hurt man at his discretion. The hurt man must be lowered in a controlled descent; however the hand line or hand line block cannot be relocated. The two ground men will assist in lowering the hurt man; time stops when the hurt man mannequin is on the ground and slack is evident in the rope. The ground man / men must verbally signal that slack is in the rope.

Although the time has stopped the team will continue to be judged until the event is restored, (proper work practices will be used while restoring the event, properly use ring on barrel to close switch, etc.) and the team has verified their score and left the exit gate at the event.

Exceeding 4 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 rope knot. Points will not be deducted for a "too tight knot" only for a "too loose 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 2011 RENGEL WAY, IN BONNER SPRINGS, KANSAS 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 2011 RENGEL WAY, IN BONNER SPRINGS, KANSAS AND NEED EMERGENCY MEDICAL AID.

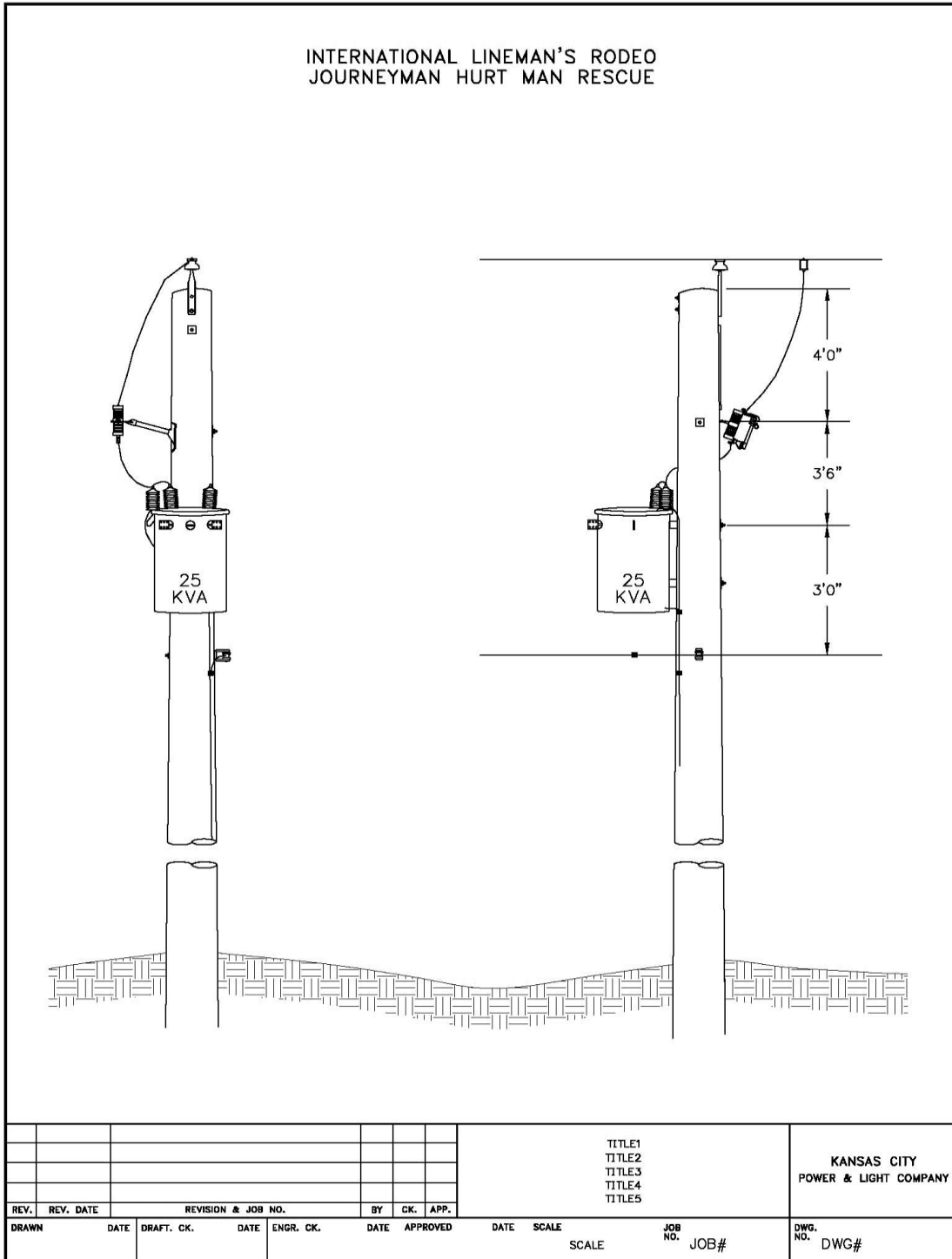
CONTESTANT: TRUCK 4952...THAT IS CORRECT, DISPATCHER. WE NEED IMMEDIATE ASSISTANCE.

JUDGE: DISPATCHER TO TRUCK 4952...EMERGENCY MEDICAL AID IS ON ITS WAY.

CONTESTANT: TRUCK 4952...I UNDERSTAND THAT EMERGENCY MEDICAL AID HAS BEEN DISPATCHED AND IS ON ITS WAY. THANK YOU, AND OUT.

DISPATCHER: 10-4. WE WILL BE ON STANDBY IF YOU NEED US...OUT.

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



Journeyman Pole Climb on 40' Pole

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

For the two-team members who climb, the following steps apply:

Time starts at the judge's signal with the lineman standing an arm's length from the pole.

No contestant will be allowed to start with their safety in hand or around or on the pole.

Work gloves with a gauntlet must be used ground to ground. (No driving gloves etc.)

Climb pole with an egg in the bucket. Only the egg is allowed in the bucket. No padding may be added.

The lineman safeties off and sets back in the safety from the pole. He removes the old bucket, aims it, and drops it to the ground.

He puts the egg in his mouth and hangs the new bucket on the J hook.

The lineman climbs down without breaking the egg.

The time stops when the first foot hits the ground.

No free fall or hot-dogging is allowed.

The lineman must be in control at all times.

There is a 10-point deduction for cracking the egg that the climbing lineman carries.

Journeyman Mystery Events

This year there will be two mystery events.

No one will know what these events are until the teams pick up their packets at registration on the Friday before the Rodeo.

Detailed instructions for those events will be included in your registration packet when you pick it up at the Overland Park Convention Center.

Apprentice Events

Apprentice Hurt Man Rescue – on 40' Pole

Buckingham will supply the 488PR-Rescue Super Squeeze for the mannequin and the 50061A-4/80-Ox Block 80' Handline Kit for this event. **(Pictures can be found on page 23)**

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 Super Squeeze safety rope through the braces. This will simulate an injury to a right-handed man, wearing a fall arrest belt.

The apprentice must properly use the Buckingham OxBlock and attached handline to lower the manikin.

The apprentice must take two wraps around the friction bar of the ox-block.

The apprentice will not be allowed to throw the handline over the cross arm to lower the manikin.

If you are unsure as to how to properly use the Buckingham OxBlock handline, visit the Buckingham booth at the expo for detailed instructions.

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

Be sure to call out "Headache" or similar warning loudly if you drop any part of the OxBlock handline such as the hook or snap.

The handline hook or snap must land in the circle of wood chips at the base of the pole if dropped.

You must cut the Buckingham Super Squeeze rope. There will be a 10-point deduction for cutting the Super Squeeze belt. The mannequin should be moved smoothly to the ground, without contacting the pole.

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.

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

Judges use a 3" PVC conduit between the rope and mannequin, to evaluate the rope knot. Points will not be deducted for a "too tight knot" only for a "too loose knot".



Buckingham 488PR-Rescue Super Squeeze



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

Apprentice Pole Climb on 40' Pole

Construction: Same as journeyman event.

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

The following steps apply:

Time starts at the judge's signal with man standing an arm's length from pole.

No contestant will be allowed to start with their safety around or on the pole or in hand.

Work gloves with a gauntlet must be used ground to ground. (No driving gloves etc.)

Climb pole with egg in bucket. Only the egg is allowed in the bucket; no padding may be added.

Safeties off and sits back in safety from pole. Removes the old bucket, aims it and drops it to the ground. (Don't forget to holler "headache" when dropping bucket) Put egg in mouth, hang new bucket on J hook.

Climb down with egg in mouth without breaking egg.

The time stops when first foot hits the ground.

No free fall or hot-dogging is allowed. The Apprentice must be in control at all times

There is a 10-point deduction for cracking the egg that the climbing lineman carries.

Apprentice Mystery Events

This year there will be Two Apprentice Mystery Events.

Detailed instructions for those events will be included in your registration packet when you pick it up at the Overland Park Convention Center.

Apprentice Written Test will be Friday, October 12th, 2018 from 1:00 pm – 3:30 pm at the convention center, bottom floor

1. Fifty question test, using multiple choice and true / false questions.
2. Questions are derived from material contained in the publication listed below.
(The Lineman's & Cableman's Handbook *twelfth* edition")
(Published by McGraw-Hill, Copyright 2000)
3. Each participant starts with 100 points.
4. Each incorrect answer or un-answered question is a 2-point deduction.
5. There is a 2-point deduction for exceeding the mean time of 15 minutes.
6. Testing time is limited to 20 minutes.
7. After 20 minutes expire the participant will be stopped and have 2 additional points deducted.
8. Apprentices with no more than four (4) years as an apprentice are eligible to take the apprentice written test.
9. Participants will have one (1) min. to ask questions once they have properly filled in the participant information at the top of the answer sheet.
10. Time starts when the participant has the test, answer sheet and pencil on the table in front of them.
11. Record answers on answer sheet not on the test.
12. Use a pencil to blot out the letter for your answers on the answer sheet.
(Example): A B ● D
13. No questions after test starts. *(Including test time expired)*

14. Time stops when participant notifies the Testing Judge that test is completed, or when the 20 minute testing time is up.
15. Time will be used to break a tie.
16. The Testing Judge will record the completion time and print name on the answer sheet.
17. Testing Judge will escort participant to Chief Judge at exit table and give test and answer sheet to Chief Judge.
18. The Chief Judge will confirm with the participant that information at the top of the answer sheet is correct and check answer sheet to be complete.
19. Participant is free to exit, after the answer sheet is checked by the Chief Judge at the exit table.
20. Any protests must be made before exiting the testing area.

Only Event Judges and Participants are permitted in the Testing Area

Have fun at the rodeo, enjoy the competition, and have a safe day. Please remember to keep your teams' tent or other area at the grounds clean and orderly, Thanks.