



INTERNATIONAL Lineman's Rodeo

2023 General Rules

To ensure we have enough qualified judges to effectively judge the rodeo and finish at a descent time, it will remain mandatory that you continue to register (1) judge for every journeyman team and (1) judge for each two apprentices sponsored by your organization. Teams or Apprentices cannot submit a registration online without the appropriate number of judges.

In addition, it has become apparent that we need qualified and experienced bucket operators to hang the mannikins during the Apprentice and Journeyman Hurt Man events. To do this, we will visit each event judges training meeting on Friday morning and ask for three experienced bucket operators from each event to volunteer. These operators will receive the same amenities as our judges. Our goal is to acquire 24 bucket operators. No organization will be able to register anyone as a bucket operator in advance of the rodeo.

Everything shown in RED in this document is new or has changed since the last Rodeo. Anything highlighted in YELLOW is to draw your attention to that information!

This year, the International Lineman's Rodeo will be conducted in all fall restraint.

There will no longer be any free climbing allowed. This will drive safety to the next level by not allowing anyone to free fall off a pole. This will also put everyone on a level playing field.

Therefore, the ILRA is taking steps to ensure competitors use fall restraint the way the manufacturer recommends it be used to eliminate falling off the pole. The correct behavior should be to safely climb poles while following safe procedures and following manufacturers recommendations.

1. All events for Apprentices and Journeymen will have a neutral added to the pole for each climber to properly transition the neutral before ascending to the top of the pole. When descending the pole, the climber will once again properly transition past the neutral.
2. To ensure climbers are adjusting their fall restraint properly, at each climbing event for Apprentices or Journeymen, a ring will be painted around the pole at the six-foot mark. If the contestant cuts out from below the ring and comes to the ground, 6 feet or less, this will result in a 10-point deduction. If after both feet pass above the six-foot mark, the climber cuts out and comes to the ground, the Journeyman team or Apprentice will be dis-qualified from the rodeo. If after transitioning past the neutral the climber cuts out and falls to the neutral, then there will be a 10-point deduction. Any other cutout or slip will be scored as found in the infraction section.

The International Lineman's Rodeo Association (ILRA) has always been committed to, and has promoted safety as the number one priority during competition. We urge each sponsoring utility to take the responsibility of ensuring all their competitors use the fall restraint belt as directed by the manufacturer and your company policy to promote safe work habits for our competitors and the utility industry.

The **39th ANNUAL INTERNATIONAL LINEMAN'S RODEO** will be Saturday, **October 14, 2023 at 7:00 am** in Bonner Springs, Kansas at the National Agriculture Center & Hall of Fame. **Evergy** is the host utility.

The **INTERNATIONAL LINEMAN'S RODEO EXPO '23** will be **on Thursday, October 12th from 12:00 pm till 5:00 pm and on Friday October 13th from 9:00 am till 3:00 pm**. 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 **2023 INTERNATIONAL LINEMAN'S RODEO SAFETY & TRAINING CONFERENCE** will be **Wednesday, October 11th from 8:00 am till 4:00 pm and on Thursday October 12th from 8:00 am till 12:00 pm**. 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.

ALL JUDGES REGISTRATION will be held on **Wednesday, October 11th from 12:00pm till 5:00pm , Thursday, October 12th from 8:00am till 5:00pm and on Friday, October 13th from 8:00am till 9:00am**. **All judges must come by the judge's booth located in front of the EXPO to register and pick up your badge. If you register for the Safety Conference and you are a judge, you still have to register as a judge and pick up your badge.**

The all-judges meetings will begin promptly at 9:00am on Friday October 13th at the Overland Park Sheraton

If you do not attend the ALL-JUDGES MEETING on Friday morning at 9:00 am you will not be able to judge any competition. You may be used as an Entrance, Exit or Staging judge.

The Lineman's Rodeo attracts the best linemen 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 and showcase their skills.

Team Events: **Hurt man Rescue** **Two Mystery Events**
 Pole Climb

Apprentice Events: **Hurt man Rescue** **Two Mystery Events**
 Pole Climb **Written Test**

Apprentices will test on Friday, **October 13th, 2023** at the ground floor of the Overland Park Convention Center. Testing will begin at **1:00 pm and run thru 3:00 pm**. All apprentices must be in line by **1:30 pm** or **10 points** will be deducted. You may arrive early, don't be late. **No electronic device of any kind may be used to aid or record any activity associated with the Apprentice Written Test. The penalty for utilization of any such device will result in immediate disqualification from ALL rodeo events and your company/sponsor will be notified. These devices may not be used or be in sight at any time during the test, in line, or any activity associated with the test.**

Do not bring any backpacks, bags of any kind or any other items to the test. You will not be able to take them in the testing area. We will not have any storage areas for those items! Apprentice Test scores will be posted on the window at the Red Barn by 2PM on the day of the rodeo. There will be no test review!

Emergency and Personal Information

All Judges, Teams and Apprentices must fill out their Emergency and Personal Information before entering their first event. Failure to do so will result in a 2-point deduction.

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 Board, Master & Chief Judges Competition 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 or working linemen. If you are or ever were a qualified practicing or working lineman 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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Rodeo Medical Emergency Plan

Summary

The purpose of this document is to provide guidance and define roles during a medical emergency at the International Linemen's Rodeo.

Emergency Process

*If emergency is not part of, or within a Rodeo Event then as soon as the emergency is reported, the command tent will notify the Safety Lead to respond to the incident. The process will then pick up with the Safety Lead #3 below.

1. Event Judge
 - a. When an incident occurs that involves medical assistance, the Event Judge will contact the Chief Judge immediately!
2. Chief Judge
 - a. The Chief Judge will assess the situation quickly and determine if medical assistance of any kind is needed and will clear the immediate area as needed.
 - b. If medical assistance is needed, the Chief Judge will contact the Command Tent or the Event Coordinator.
 - c. The Chief Judge will report to the Command Tent or Event Coordinator the following:
 - i. What event and location did the incident occur?
 - ii. Does the injury require first aid or more serious, and a brief description of the condition of the injured?
 - d. Event Coordinator will contact the Safety Lead and have him pickup Heart to Heart (if needed) and go to the scene.
 - e. Once medical is on the way, one Event Coordinator will contact the Master Judge of the event, to meet the Event Coordinator on site to assist the Safety Lead and Chief Judge. One Event Coordinator will stay at the command tent.
3. Safety Lead
 - a. The Safety Lead will take charge of the scene.
 - b. The Safety Lead along with Heart to Heart will determine what other assistance is needed and will work with Event Coordinator to contact that assistance. (Safety Team, Security, Fire Department, EMS, Grounds Coordinators etc.)
 - c. After site is secured, Safety Lead will gather information and document needed reports.
 - d. If transportation is required for the injured, Safety Lead will determine which access point is nearest to where the injury occurred and will direct Security or his Safety Team to meet EMS and guide them to the scene.
 - e. All other personnel (event judges, competitors and spectators) will be asked to clear the immediate area.
4. Radio Protocol
 - a. When the two-way radio is used to report an injury that is more serious than First Aid treatment, clearing of the radio shall be done as follows:
 - i. Announce "EMERGENCY – EMERGENCY – EMERGENCY – CLEAR THE CHANNEL" "We have an EMERGENCY!"
 - ii. At that point, any personnel not connected with the emergency shall stay off the radio. The announcement may be made as many times as necessary!
 - iii. When the emergency has been handled and cleared, the Safety Lead shall announce "ATTENTION – ATTENTION – ATTENTION – The emergency has been cleared, and the radio is clear to use.
 - iv. Cell phones may be used if necessary.
 - b. Radio Frequencies – two channels in use
 - i. Channel #1, Operations – Dale Warman, Security, Grounds Coordinators, Fire & Rescue, Heart to Heart.
 - ii. Channel #2, Judging – Event Coord, Master Judges, One Chief Judge at each event, Command Tent & Safety
5. Contacts
 - a. Safety Lead – Matt Shaw
 - b. Event Coordinator – Danny Bost
 - c. Event Coordinator – Rodney Lewis
6. Key Points
 - a. During the rodeo, an Event Coordinator or a designee and the Safety Lead shall be located at the command tent for emergencies.
 - b. All Master and Chief Judges will be trained on the procedures that would affect them should an emergency situation occur.
 - c. Pertinent information about the Medical Emergency Plan will be covered with all judges through the Power Point Presentations on Friday.

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 able to compete as an Apprentice.

Items for Competitors to bring to the rodeo

For help with what to bring to the rodeo, refer to pages 12 – 13 in the Tools section of the General Rules.

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** <u>must present a valid military ID.</u>

*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. Senior 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 these 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 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:

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. Must present a military ID.

Team Placement

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, will compete in the contractor division.)

Apprentices:

- a. 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 Representation

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.

Rules for Team Member 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.

If a Team or Apprentice drops out of competition for any reason, please have a representative come by the command tent to report such, so we are not looking for you at the end of the day to compete.

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.
- If the ill or injured competitor wishes not to continue, the Chief Judge of the event will remove their wristband.
- 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 wristband for the substitute.
- 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

Start time for the rodeo is scheduled for 7:00 am. It is highly recommended that if you have a Random Sticker on your book, be in line at that event before 7:00 am. The following rules will apply to all journeyman teams and apprentices:

A pre-determined number of teams and 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. A team or apprentice that fails to check in at their respective event, within the above-mentioned 20-minute time limit, ready to start, will have 2 points deducted. Just getting in line will not keep you from getting a 2-point deduction. You have to check in at the appropriate event at the entrance. During the rodeo, teams and apprentices must enter the staging area at the request of the chief or entrance judge, ready to begin the event with all tools. Failure to do so will result in a 2 - point deduction.

Random selection is done by the event coordinator in advance of registration. A 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 give this information to the event chief judge. Any attempt to remove/modify sticker will result in 10 - point deduction. Late reporting will result in a 2 - point deduction.

Each team will have a schedule in their registration booklet. It will be random from one of four different schedules for Journeymen and Apprentices used to balance event participation. It will have a place for the event judge to sign **and list time completed the event** (beside each event) to show that the team has completed that event in the correct order. **It will also have a place for a judge to check a competitor in at their next event. (See below)** 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. There may be a situation where the scorekeeper or a Chief Judge may direct you to a different event other than what is in your schedule because of backlogs. Failure to comply will result in a 2-point deduction for the Team or Apprentice. The Judge or Scorekeeper that re-routed you will need to sign your scoresheet.

This year, Teams and Apprentices will have 30 minutes to check in to their next event after completing an event. Failure to do so will result in a 2-point deduction. Completion time for an event shall be listed by the Scorekeeper or Chief Judge once the Team or Apprentice has verified their score. A judge will be stationed at the end of the line to verify check-in times. Make certain this judge checks you in, and list check-in time in your booklet.

Any other Team or Apprentice that does not have a Random start must report to their first event and check in with the judge in line within 30 minutes of the official start time or a 2-point deduction will occur. If there is a line, the Team or Apprentice may designate a person to check them in and hold their place in line. When the designated person reaches the front of the line, the Team or Apprentice must be ready to compete or a 2-point deduction will be assessed.

Judging Sheet Procedure

Team number, company and team names will be entered on each event judging sheet. 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 will take the score sheets and the team to the Score keeper at the scoring building located at the event exit. The score keeper will enter the teams score into a computer, allow the team to verify the score entered, and then release the team with the yellow copy of the score sheet.

Each team or apprentice should verify the computer input of their scores when exiting each event. If a team does not verify their scores, they forfeit the opportunity for correction. Apprentices may view their written test results at the red barn after 1:00 pm, but there will be no test review.

We will use team number and company name to enter scores. The Entrance Judge, Exit Judge and Scorekeeper will have a team number list to check off teams as they come through their event. This way we can track who has not been through a particular event.

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 journeyman lineman, you are eligible to be a judge. When you volunteer to be a Judge, you must plan to attend the Judges meetings held at the Sheraton Overland Park Hotel, located at 6100 College Boulevard, Overland Park, KS on Friday morning. 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 participating in the rodeo have spent many hours preparing to compete 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. Must attend the Judges meeting on Friday**
2. Wear Hard Hat, Long Pants, Hard sole Shoes
3. Must have a clipboard and a stopwatch capable of recording times down to hundredths of seconds.
4. 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, hard hat, a ticket for lunch the day of the rodeo and a banquet ticket for the awards banquet Saturday evening. We need and welcome Judges and Assistants from all participating companies and locals.

Please see the requirements for number of judges per teams competing on page 10, or the cover page of this document. Use the Judges Registration form found on the Web page to volunteer for judging. Thank you for your support!!

Judges Job Descriptions and Responsibilities

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 resolve 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 before and during the rodeo 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. Master Judges shall make certain they and the Chief Judges know and understand the ILRA emergency protocol in case of illness or injury. (First aid, fire, rescue, or ambulance, etc.)

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 entire rodeo and for preparation of the rodeo.

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

- Attend all Master and Chief Judges meetings throughout the year, including during rodeo week.
- Attend the work day on Wednesday **at 8:00 am** prior to the rodeo at the rodeo grounds to assist their Chief Judges in making certain the events they are responsible for are set up and ready to go on Wednesday before leaving the grounds.
- Be available to assist their Chief Judges at the meetings on Friday prior to the rodeo.
- Help the Chief Judges distribute Judges Books to judges at the meetings on Friday prior to the rodeo.
- Know and understand the General Rules found on the Web Site.
- **Ensure that only the General Rules, Event rules, Pre-job and Safe Work Practices are upheld to judge the rodeo.**

Chief Judges:

A Chief Judge is the authority on the day of the rodeo to resolve situations and protests at their event where the Event Judge is unable to resolve. Chiefs must be available to their Judges to consult with on procedures and help locate needed tools and supplies on Wednesday, and the day of the rodeo. The Chief Judges are to keep the event moving, properly staged, competitors informed prior to entering the event and tracking the teams/apprentices entering and leaving the event. They are to schedule lunches and issue banquet tickets after the event has been cleaned up. Sign score sheets, (or a designee) at exit when they have completed the event. See that all tools and supplies are gathered and secured in the event trailer when event is finished. Chief Judges shall make certain they and the Event Judges know and understand the ILRA emergency protocol in case of illness or injury. (First aid, fire, rescue, or ambulance, etc.)

There will be three Chief Judges for every event. The Chief Judge will assign another person to check teams in and out (Entrance Judge) and a Staging Judge 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.

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 at 8:00 am prior to the rodeo and ensure their event is setup and ready to go for competition.
- Assemble tools and supplies for their event and secure in the trailer provided on Wednesday before the rodeo.
- Assist other Chief Judges or Grounds Coordinators that have larger events complete their preparation work on Wednesday.
- Conduct the Judges meeting on Friday by reviewing the provided power point and discussing your event prior to the rodeo, review emergency protocol and distribute Judges Books to judges at Judges meeting.
- Make certain that first time ILRA judges are paired up with experienced judges for the first couple competitors.
- Learn the General and Event rules, pre-job and use documentation of those rules to settle protest.
- Ensure that only the General Rules, Event rules, Pre-job and Safe Work Practices are upheld to judge the rodeo.

Chief Tool Inspection Judge

There will be several 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" on page 12 for a more detailed explanation of the inspection procedure)

Event Judges:

To ensure we have enough qualified judges to effectively judge the rodeo and finish at a descent time, it will remain mandatory that you continue to register (1) judge for every journeyman team and (1) judge for each two apprentices sponsored by your organization. Teams or Apprentices cannot submit a registration online without the appropriate number of judges.

In addition, it has become apparent that we need qualified and experienced bucket operators to hang the mannikins during the Apprentice and Journeyman Hurt Man events. To do this, we will visit each event judges meeting (8) on Friday morning and ask for three experienced bucket operators from each event to volunteer. These operators will receive the same amenities as our judges. Our goal is to acquire 24 experienced bucket operators. No organization will be able to register anyone as a bucket operator in advance of the rodeo.

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 Friday, the day before the Rodeo. **If you do not attend the meeting, you will not be able to judge any competition. You may be used as an Entrance, Exit or Staging judge.** If you have any questions, please feel free to contact: **Danny Bost, email @ dannybost@gmail.com**

An Event Judge is to conduct the event competition for each individual team or apprentice. The Event Judge is not allowed to judge teams or apprentices from their company. They will escort competitor(s) to the event structure and allow five (5) minutes for Q and A and tool layout. Judge starts time and observes the team or apprentice during the event for infractions and stops time when competition 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. The judge will escort the Team or Apprentice to the Exit Judge at the event exit and stay with them until the Exit Judge reviews the score sheet and releases the Event Judge to judge another Team or Apprentice.

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 as well as 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 and Safe work practices
- Neatness and ability
- Equipment handling
- Timely completion of the event
- Ability to follow all event and General Rules

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.

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

- Attend the judges meeting on Friday morning prior to the rodeo. **If you do not attend the meeting, you will not be able to judge any competition. You may be used as an Entrance, Exit or Staging judge.**
- Bring a stopwatch, clipboard along with other items listed on page 7 to use the day of the rodeo.
- Review the General Rules in their entirety to become familiar with them.

- Report to your event on Saturday morning @ 6:30 am.
- Make certain that first time ILRA judges are paired up with experienced judges for the first couple of competitors.
- Ensure that only the General Rules, Event rules, Pre-job and Safe Work Practices are upheld to judge the rodeo.

Other Event Judge Assignments

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. This is important to know how many and who has or has not been through the event.
- Make sure each team member or apprentice is wearing the proper color wrist band.
- Entrance Judge will check the front of the competitor's scorebook to see if competitor has been written up for improper, unsafe or altered tools. If found, Entrance Judge will refer to Staging or Chief Judge.
- The entrance judge will verify all medical information has been properly filled out by each team member or apprentice. If the information has not been filled out properly, the team or apprentice will receive a 2-point deduction and may be directed to go to the back of the line and properly fill out required medical information.
- After being checked in properly, the team or apprentice will be directed to the staging judge.

Staging Judge:

Communicate any special instructions or cover the pre-job with the competitors for the event. Answer any questions you can about the pre-job only. For questions about the event, refer the competitor to the judge that will be judging them. It is very important to give the same instructions or pre-job to every competitor.

Exit Judge:

- There will be an Exit Judge located at the exit of every event
- The role of the Exit Judge is to receive the competitor from the Event Judge and check the score sheet for correctness and neatness before giving the score sheet to the Scorekeeper.
- The Exit Judge will answer any questions the Scorekeeper may have.
- The Exit Judge will be responsible for checking off Teams or Apprentices as they complete an event. The check off sheet will be used to compare with the list with the Entrance Judge for correctness.

Scorekeeper:

First, the judge shall have checked and signed the score sheet. The Scorekeeper will check team or apprentice out by recording the time and score in the computer. The scorekeeper will validate the score with the competitor before they leave the event. Give the yellow copy to the team or apprentice. The white copy stays with the scorekeeper.

Master, Chief, and Event Judges are expected to assist with the Apprentice testing on Friday, October 14th, 2022 from 1:00 – 3:00 pm at the convention center.

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. **Only General Rules, Event Rules, Pre-job and Safe Work Practices may 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. A competitor may want to discuss a call that was made by the Event Judge. That is ok as long as the discussion doesn't last over 2 or 3 minutes. If the Event Judge has not satisfied the competitor, the Event Judge shall ask "Do you want to protest the call". If the competitor says "No" then the discussion is over. If the answer is "yes" then the Event Judge will take it to the Chief Judge at that event. The dispute must be brought to the attention of the Chief Judge before the team leaves the event. The Chief Judge will try to settle the dispute. 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. The protest is over at this point.

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, the team will be asked to return the event to normal, 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

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

1. Contestant material / tool carts will not be allowed in event areas
2. Each contestant needs to bring their own hooks, belt, hard hat, safety glasses, long-sleeved shirt, hand tools, work gloves, 20KV rubber gloves (minimum) *with* protectors, hand lines and all bags used for the event.
3. 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.).
4. Hard hats - western style hard hats and helicopter / mountain climbing style hard hats will not be permitted at the rodeo.
5. Safety glasses are required for all participants once inside the roped off sections of all rodeo events.
6. Work gloves
 - a. Proper work gloves are required for all Apprentices or Teams any time work is being performed or handling materials or equipment within the competition ropes unless rubber gloves are required.
 - b. Proper Work Gloves (2 types only)
 - Type #1 - Leather work gloves – any type of all leather work glove to protect the hand and is issued or approved by your company for use as a work glove on the ground or on the pole.
 - Type #2 - Mechanics type work gloves – These gloves may have some type of stretch material on the back side of the glove and may have an extra layer of material sewn into the palm and fingers for extra durability. To use this type of (mechanics) work glove, it must be issued or approved by your company for use as a work glove on the ground or on the pole.
 - c. No other type of work gloves will be allowed including cable splicing gloves.
 - d. Approved Work Gloves (examples)

**Type #1
Leather Work
Gloves**



**Type #2
Mechanics Type
Work Gloves**



7. Handline
 - a. The handline (or pulley line) must have a sheave in it and must have an approved “becky” for hanging on the pole.
 - i. 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.
 - b. The handline must be a minimum of ½” in diameter.
 - c. The safety latch at the top of the pulley block is not required.
8. Handline Hook
 - a. All teams are required to use a single handline hook that is manufactured for and intended for that purpose.
 - b. No homemade or altered handline hooks will be allowed to be used at the rodeo.
 - c. No double hooks will be allowed.
 - d. Handline hooks that come with a manufactured safety gate may be used.
 - e. Tools or materials can only be hung on the handline hook or in tool bags hung on the handline hook.
 - f. Bags with snaps may be snapped in a ring on the backside of a hook if the ring was manufactured with the hook.
 - g. Bags with snaps may not be snapped in the handline or on a snap attached to the handline.
9. Any special tools required for the mystery events will be provided and must be used per event description.
10. In the Hurt Man Rescue events, 3” PVC Conduit will be used between the rope and the mannequin to evaluate the knot.
11. Please make sure that your tools are clearly marked with your name for identification.
12. No battery-operated tools will be allowed other than those provided by the International Lineman’s Rodeo.
13. **Altered tools or equipment cannot be used at the ILR competition.**
 - a. Final determination of altered tools will be made by the Tool Judge at the event Chief Judge’s Request.
 - b. Zip Ties, Tie wraps or nylon ties may be used to attach tool pouches to the climbing belt and is not considered a modification.
14. 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.
15. The penalty for altered tools will be 2 to 10 points *or disqualification* for each infraction as determined by the *Chief* Judge at that event, or the Chief Judge may call for a tool inspector for determination. Points will be deducted from the event that the team is competing in at the time the altered tool is discovered.
16. **A random tool inspection may be conducted anytime while on the Rodeo grounds to check for safe condition and for alterations of personal tools.**
 - a. **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 front cover of their scorebook by a hole punch and description of alteration or modification.**
 - b. **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 area, no repairs or replacements can be made.**
17. **Alterations or unsafe conditions that may result in deductions are as follows:**
 - a. Tape on straps, tools or equipment.
Tapered cuts on straps.
 - b. Buckles filed.
 - c. Elongated holes in straps and belts.
 - d. Improper gaff length.
 - e. Fingers cut out of gloves. (Disqualification)
 - f. Rubber gloves will be inspected at each Journeyman climbing event.
 - g. Velcro straps on climbers must be used as manufactured. No modifications, such as cutting the Velcro shorter. In general, no tool modifications are allowed.
 - h. Keepers removed from safety strap

This is not an all-inclusive list of items that may result in deductions. The Chief Tool 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 Coordinators, 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.

Team or Apprentice not Completing the Rodeo

If a Team or Apprentice drops out of competition for any reason, please have a representative come by the command tent to report such so we are not looking for you at the end of the day to compete.

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 **compete in** an event will be an automatic 100-point deduction.

Coaching

Coaching **is** allowed from outside the ropes. However, no one from outside the ropes will be allowed to participate in a protest or discussion between the judge and competitor after the event is over. This is grounds for dis-qualification.

Infraction Definitions

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

4. Climbing Infractions:

At each climbing event for apprentices or journeymen, a ring will be painted around the pole at the six-foot mark. If after both feet pass above the six-foot mark, the climber cuts out and comes to the ground, the journeyman team or apprentice will be dis-qualified from the rodeo. If after transitioning past the neutral the climber cuts out and falls to the neutral, then there will be a 10-point deduction. If the contestant falls from the pole at the beginning of the climb below the ring, 6 feet or less, this will result in a 10-point deduction. Any other cutout or slip will be scored as found in the infraction section.

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. Wood Pole Fall-Protection Usage

The ILRA's commitment to safety acknowledges OSHA standards, and manufacturer's recommendations, in the operation of any wood pole fall-protection device or secondary work-positioning device. It is the contestant's responsibility to operate all wood pole fall-protection devices with this in mind. It is the intent of the rodeo to promote safe work habits for our contestants and the utility industry.

- a. All wood pole fall-protection devices and work-positioning devices (secondary lanyards) will be used in accordance with OSHA regulations and the manufacturers' specifications, and must be properly adjusted at all times.
- b. All wood pole fall-protection devices and work-positioning devices (secondary lanyards) shall be adjusted and rigged so that the climber can free fall no more than 2 feet (0.6 meters).
- c. No contestant may start any event with a wood pole fall-protection device on or around the pole or in their hand prior to the start, regardless of manufacturer.
- d. All wood pole fall-protection devices and work-positioning devices (secondary lanyards) must have ANSI or other approval tags attached. All other rules will apply to these devices (no modifications, worn / damaged etc.).
- e. All wood pole fall-protection devices MUST be adjusted properly either before or after time starts when the device is placed on the pole. Failure to do so will result in a 2-point infraction.

- f. **Once a climber has reached a working position, the climber MUST check adjustment of the wood pole fall-protection device again. This applies for transitioning the neutral or other obstructions AND at working height for any event. Each time the climber checks adjustment, they will be required to verbalize (“checking adjustment judge”) Failure to re-check adjustment will result in a 2-point infraction.**
- g. **During ascent AND descent, BOTH hands must remain on the wood pole fall-protection device in accordance with manufacturers’ recommendations. NO alternate climbing methods are authorized. Failure to do so will result in a 2-point infraction.**

5. Improper hand line operation

- a. **For new guidance on the Hand Line Hook see Tools Section on page 12 - 13.**
- b. 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.
- c. **All handlines must be hung by the becky unless otherwise indicated in the event description.**
- d. **The first lineman to climb the pole must carry the handline**
- e. **No hand line operation while either lineman is climbing or re-positioning.**
- f. **The last person on the pole shall be buckled below the neutral to discard the hand line.**
- g. **No one has to tend the line for it to be railroaded to the ground, but verbal warning does have to be given before railroading hand line to the ground.**

6. Dropping tools or materials from pole

Climbers cannot drop tools, materials or anything 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 manufacturers 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 per the event description. This would include any un-insulated tools attached to the energized primary conductor. Proper clearance is defined as within reach or fall into exposed energized conductors.

11. Cutout or slip on the pole (one gaff out of pole and out of control)

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. If the climber falls to the ground, or the neutral stops their fall, there will be other infractions delivered.

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 **completely** on the tarp).

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

Hard hats 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 buttons are on the sleeve, they must be buttoned. Sleeves cannot be pushed or rolled up.

15. Failure to wear proper work gloves, when work gloves are required

- a. Proper work gloves are required for all Apprentices or Teams any time work is being performed or handling materials or equipment within the competition ropes unless rubber gloves are required. (See Tool Section)

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.

- a. All teams are required to use a single handline hook that is manufactured for and intended for that purpose.
- b. No homemade or altered handline hooks will be allowed to be used at the rodeo.
- c. No double hooks will be allowed.
- d. Handline hooks that come with a manufactured safety gate may be used.
- e. Tools or materials can only be hung on the handline hook or in tool bags hung on the handline hook.
- f. Bags with snaps may be snapped in a ring on the backside of a hook if the ring was manufactured with the hook.
- g. Bags with snaps may not be snapped in the handline or on a snap attached to the handline.

18. Poor housekeeping

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

19. Tool Bags not emptied when time stops

Tool bags shall be emptied of all tools, equipment or material etc. when time stops or a 2-point deduction will be given.

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

The mean time is used in all events except for the pole climb.

21. Knots

If knot tying is an event, the contestant will tie the required knot(s). When the knot is completed, it will be placed on a provided tying station to be observed by the judge. The judge may ask contestant to lift or rotate the knot for inspection. Judge will tell contestant what is not correct, but will not touch or change the knot. The judge will ask contestant if they are clear with score 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.

If the required knot to be tied is part of a separate event, the knot will be examined by the judge specific to event instructions.

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

- a. Hooks / gaffs shall not be worn outside the work circle
- b. Gaffs **shall** be covered with approved gaff guards when not in use.
- c. No work shall be performed on the ground while wearing hooks / gaffs.

2. Placing Things in the Mouth

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.

3. 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 event description should drop the hand line. Any other order will be an infraction.

4. Not wearing safety glasses

All participants shall wear safety glasses while inside the competition ropes

5. 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.

6. 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.

7. 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)

8. Failure to inspect rubber gloves

Rubber gloves must be inspected before each event during the 5-minute set up time or during the pre-job as directed.

9. Improper storage of rubber gloves

Rubber gloves must be stored cuff down in glove bag when removed.

10. Improper use of glove bag

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

Sticking Infractions

General - Two Point Infractions:

1. 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 or sticking 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 energized conductor and 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 is in a stationary position.

The first Journeyman up the pole is 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 conductor in position without conductor touching the pole, hardware, other conductors or dropping. 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 or a phase and the neutral 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. Not completing event

After starting an event, competitor stops competing in that event before reaching the drop-dead time.

9. 10-point cutout

If after transitioning past the neutral the climber cuts out and falls to the neutral, then there will be a 10-point deduction. If the contestant falls from the pole from below the six-foot mark and comes to the ground, this will result in a 10-point deduction.

Disqualification:

1. Cutout on the pole

If after going past the six-foot mark with both feet, if the climber cuts out and comes to the ground, the journeyman team or apprentice will be dis-qualified from the rodeo.

2. 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.

3. 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.

4. 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.

5. 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.

6. 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.

7. 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.

No pictures or video will be allowed to use for protest.

8. Modifying rubber gloves in any way

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

5. Inappropriate Behavior

If attendees break the association rules, or the law, or have other inappropriate behavior, either on or off the field of competition, at the Expo or host hotels (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.

10. Entering Competition Area before day of Rodeo

All spectators, contestants, company representatives or other non-association persons must not enter the immediate event areas (inside the competition ropes) 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 team's disqualification.

Event Construction

There will be a neutral approximately 9' from the top on all competition poles unless event instructions say different.

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.

- Neutral conductor will be located approximately 9' from the top of the pole.

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

- Single phase primary Double Dead End in the 8" hole from the top of the pole (4KV)
- Closed disconnect on a switch bracket located 40" from the Dead-End Bells on the opposite side of the pole from the neutral.
- A shotgun stick will be locked in the eye of one of the hot line clamps.
- Hand line is hung on the back-side switch bracket on the same side as the neutral and block must remain there during rescue
- Neutral conductor will be located 84" below switch bracket.
- Mannequin will be hung just above the neutral, on the same side of the pole as the neutral.
- There will be a mark on the pole 6' above the ground level for climbing purposes.

Journeyman and Apprentice Pole Climb: 40' Class 3 poles with 4' cross arms or standoff insulators (no conductor)

- There will be a neutral added in both events approximately 9' from the top of the pole.
- There will be a mark on the pole 6' above the ground level for climbing purposes.

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

Mystery Events

The designated work area for all events will be a 5-foot radius around the pole.

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

Journeyman Hurt Man Rescue

Simulated Hot on a 40' Pole

Mean Time: 4 Minutes

Event Description

This event simulates that a man has been injured while working to change out a faulty disconnect. This is a 4kV event and will require rubber gloves ground to ground.

This will be a three-person team event with all three contestants participating at the same time and at the same station. Both climbers will climb the pole to assist with the rescue. One climber will set up and operate the OX Block, while the second climber will work at the mannequin. Three half-hitches must be tied under the arms of the mannequin prior to lowering him to the ground.

Prior to start of the event, each team will have five minutes to ask questions and adjust belts. The event judge will position the handline the same way for each team. Prior to the start of the event, the handline nor the extendo stick can be adjusted and contestants must use the handline provided.

A shotgun stick will be locked in the eye of the line side jumper hot line clamp. The fuse barrel will be in the closed position. The line side and load side jumper will be connected to the primary indicating that it is still energized. An extendo stick will be laying on the tarp.

The groundman will utilize the extendo to open the switch, and before the mannequin's feet makes initial contact with the ground, the groundman will pull the mannequin by its feet to lay gently on its back within the 10' work circle. **The entire mannequin must be in the circle when time stops.**

The linemen's belts and hooks will be placed inside the 10' circle simulating typical backlot procedures. Hooks and belts can be laid out in any sequence. Safeties shall have all double locking hooks snapped into a "D" ring. Hooks or climbers may have gaff guards off while in the circle only. Rubber gloves shall be cuff down in their bag with at least one snap fastened. Climbers and belt may **not** be put on until time starts.

Three half hitches 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.

Buckingham will supply the Ox Block Handline kit (50061A-4/80-Ox Block 80' Handline Kit)

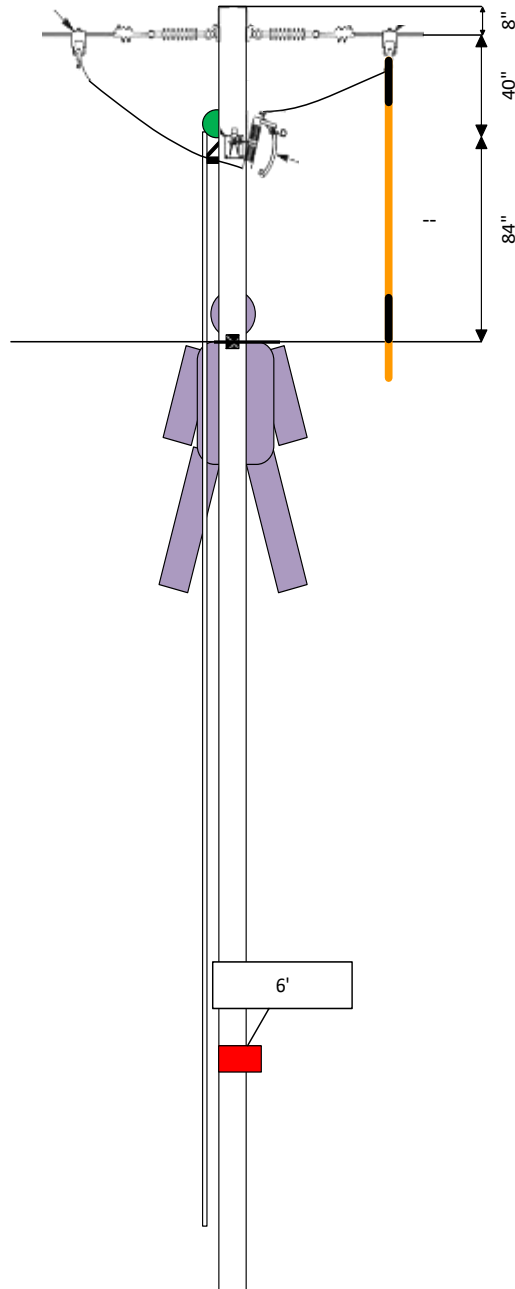
The rescue mannequin will be equipped with the Buckingham Super Squeeze (Buckingham 488PR-Rescue Super Squeeze) (see page 32 from the General Rules for pictures)

The OX Block must be used by engaging the friction bar with a minimum two wraps / three clicks on the friction bar gate. Contacting the pole is acceptable but the mannequin will be lowered in a smooth and controlled descent to prevent hanging up on material. Time is over when the mannequin is on the ground and the groundman is on his knees and touches the mannequin's chest to prep for CPR. The contestants will assist in hanging the mannequin for the next team.

Event Guidelines

1. Time starts when judge says “Go” while the team is outside the 10’ work circle
2. Journeymen may only put their climbers and belt on in the work circle after time starts.
3. Proper rubber gloves must be used ground to ground.
4. One contestant will be the initial responder verbally stating to the judge that an **“Emergency Call has been made and Emergency Responders are on the way”**
5. The groundman will retrieve the extendo stick from the tarp and open the cutout using the ring in the barrel. After opening, the stick will be retracted and positioned back on the tarp.
6. After the disconnect is opened and the extendo is no longer in contact with the barrel, the line and load jumpers/stingers will be removed by one or both climbers utilizing the shotgun stick from below the neutral.
7. Both climbers will have to be on the pole and in position for the rescue.
8. One climber will ascend above the mannequin to set up and operate the OX Block with two wraps/ three clicks on the friction bar before cutting the safety of the mannequin.
9. The second climber **while on the pole**, will tie three half-hitches under the mannequin’s arms prior to lowering the mannequin.
10. The mannequin shall be lowered in a smooth and controlled manner to the ground.
11. Mannequin contacting the pole is acceptable.
12. Before the mannequin’s feet makes initial contact with the ground, the groundman will pull the mannequin’s feet to lay gently on its back within the 10’ work circle. Points will be deducted for allowing the mannequin to hit the ground too hard or the groundman not assisting the mannequin to the ground on its back. **The mannequin must be completely in the circle before time stops.**
13. Time is over when the mannequin is on the ground and the groundman is on **both** their knees and touches the mannequin’s chest to prep for CPR (groundman shall be kneeled down **on both knees** next to the mannequin’s chest so that CPR could actually be done).
14. The knots and or handline **SHALL NOT** be adjusted by the groundman (only incidental contact is allowed).
15. Judges will use a 3” PVC conduit between the rope and the mannequin to evaluate the looseness of the knot.
16. Points will not be deducted for a “too tight knot” only for a “too loose knot”.
17. Although the time has stopped the team will continue to be judged until the event is restored. Proper work practices must be used while restoring the event, (climbers below the neutral, groundman properly using ring on barrel to close switch, retracting the stick and placing back on the tarp, and the team has verified their score and exited the event.)
18. One or both climbers will remain on the pole to assist with restoring the event for the next competitors
19. Exceeding 4 minutes to complete the event will result in a two-point deduction

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



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

- Single phase primary Double Dead End in the 8" hole from the top of the pole (4KV).
- Closed disconnect on a switch bracket located 40" from the Dead-End Bells on the **same** side of the pole **as** the neutral.
- A shotgun stick will be locked in the eye of the line side hot line clamp.
- The OX block hand line is hung on the backside of the switch bracket on the **opposite** side of the pole as the neutral and the OX block must remain there during rescue.
- Neutral conductor will be located 84" below switch bracket.
- Mannequin will be hung just above the neutral bolt on the **opposite** side of the pole as the neutral.
- There will be a mark on the pole 6' above the ground level for climbing purposes.

Infractions

Two Point Infractions

Failure to wear proper gloves or safety glasses

Dropping tools or material from pole

Failure to give verbal warning when dropping materials or tools

Failure to follow instructions from scorebook or pre-job

Not checking adjustment of fall protection device before climbing or when transitioning or reaching a working position

Failure to keep both hands on the fall-protection device when ascending or descending pole

Wearing climbers or belt outside work area

Gaff guards not used when climbers are not in use

Improper storage of rubber gloves (must be cuff down in bag when not in use)

Exceeding mean time (4 minutes)

Other (Judge's discretion)

Event Specific – (Two-point infractions)

Cutout or slip on the pole but does not fall to the ground or neutral (one gaff out of pole and out of control)

Climber begins to ascend the pole while the stick is still in contact with the barrel

Groundman adjusting knots/rope

Failure to make two wraps / three clicks on the friction bar of the Ox Block before cutting safety.

Feet of the mannequin makes initial contact with the ground

Failure for the groundman to get into position (kneeling on both knees beside the victim) to prepare to give CPR

Failure to place the stick finger in the ring of the fuse barrel when opening or closing

Failure to have all fall restraint buckles buckled and all safeties clipped in D-rings at start of event

Failure to tie three half hitches properly while on the pole

Failure to report that Emergency call has been made and Emergency Responders are on the way

Failure to have the mannequin completely in the circle when time stops.

Failure to follow proper guidelines for use of Wood Pole Fall Protection Devices. (See General Rules pages 15-16)

Ten Point Infractions

If after transitioning past the neutral the climber cuts out and falls to the neutral, or either climber cuts out and falls to the ground from below the 6-foot mark

Contact with the pole with any body part other than the rubber gloved hand prior to opening switch barrel

Contact with un-grounded and un-covered conductor (other than rubber gloved hand)

Failure to properly restore event to the judges' satisfaction

Disqualification

If after both feet pass above the six-foot mark on the pole, the climber cuts out and comes to the ground, the Journeyman Team or Apprentice will be dis-qualified from the rodeo.

Journeyman Pole Climb On a 40' Pole No Mean Time

Event Description

The purpose of this event is to exhibit your skills to follow the guidelines of this event while climbing the pole safely, smoothly and professionally without breaking the egg. This is a two-man event with the climbers climbing the pole separately.

The climber will select his bucket and egg that he will carry up the pole. The egg will be placed in the bucket with nothing else in the bucket. There will be an empty bucket hanging by a drive hook at the top of the pole. **The climber will properly transition the neutral while ascending the pole.**

After climbing to the top of the pole the climber will sit back in their belt. The competitor will remove the empty bucket and aim it to drop in the chips, and drops it to the ground with a verbal warning. The climber will put the egg in their mouth, hang the new bucket on the drive hook and begin their descent down the pole without breaking the egg. **The climber will properly transition the neutral while descending the pole carefully and smoothly.**

Time will stop when the climbers first foot hits the ground. The climber must be in control at all times and there can be no hot-dogging or free fall allowed. There will be a 10-point deduction for cracking the egg.

This is the only time the climber will not have to verbalize “checking adjustment judge” when transitioning or reaching a working position.

Event Guidelines

1. Time will start at the judge's signal (Go) with the lineman standing at arm's length from the pole.
2. Proper work gloves must be used ground to ground. (See Tools Section in the General Rules [on page 12](#))
3. No competitor will be allowed to start with their safety in their hand or around the pole.
4. Climber will ascend the pole carefully and smoothly with the egg in the bucket.
5. Climber will **transition the neutral properly while ascending the pole.**
6. The climber will sit back in their belt, take the bucket off the drive hook and drop it in the chips below after giving verbal warning.
7. Climber will then put the egg in their mouth, hang the new bucket on the drive hook, and begin to descend the pole while not breaking the egg.
8. The climber will once again **properly transition the neutral while descending the pole.**
9. Time will stop when the climbers first foot hits the ground.
10. The climber will take the egg out of their mouth, show it to the judge by rolling it around on all sides until the judge is satisfied it is not cracked.

Infractions

Two Point Infractions

Failure to wear proper gloves or safety glasses

Dropping tools or material from pole (except bucket)

Failure to give verbal warning when dropping materials or tools

Not checking adjustment of fall protection device before climbing or when transitioning or reaching a working position

Failure to keep both hands on the fall-protection device when ascending or descending pole

Failure to follow instructions from scorebook or pre-job

Wearing climbers or belt outside work area

Gaff guards not used when climbers not in use

Other (Judge's discretion)

Event Specific – (Two-point infractions)

Cutout or slip on the pole but does not fall to the ground or neutral (one gaff out of pole and out of control)

Failure to follow proper guidelines for use of Wood Pole Fall Protection Devices. (See General Rules pages 15-16)

Ten Point Infractions

If after transitioning above the neutral the climber cuts out and falls to the neutral

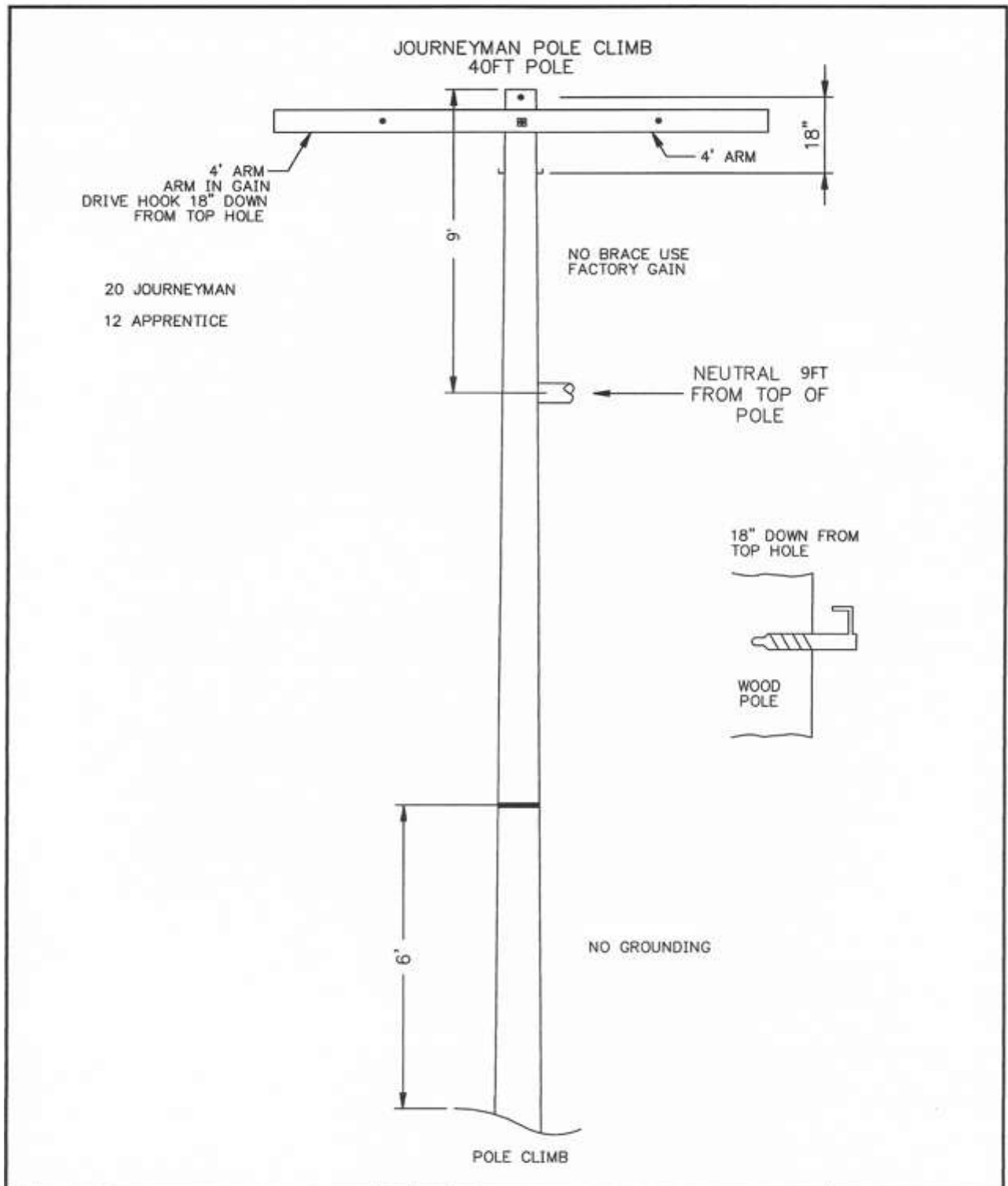
Either climber cuts out and falls to the ground from below the 6-foot mark.

Failure to properly restore event to the judges' satisfaction

Cracking or denting the egg while ascending and descending the pole.

Disqualification

If after both feet pass above the six-foot mark on the pole, the climber cuts out and comes to the ground, the Journeyman Team or Apprentice will be dis-qualified from the rodeo.



7	03/04/20	REVISED PER JUSTIN SWEZEY	BOK			EXHIBIT MISCELLANEOUS JOURNEYMAN POLE CLIMB 2008 SKETCH	KANSAS CITY POWER & LIGHT COMPANY			
6	05/20/08	REVISED TO DATE	MKB							
5	04/20/05	REVISED TO DATE	AFJ	AFJ	AFJ					
4	08/03/04	REVISED TO DATE	AFJ	AFJ	AFJ					
REV.	REV. DATE	REVISION & JOB NO.	BY	CHK.	APP.					
DRAWN	DATE	DRAFT. CK.	DATE	ENGR. CK.	DATE	APPROVED	DATE	SCALE	JOB NO.	DWG. NO.
AFJ	08/12/99	AFJ	10/01/99			AFJ	10/01/99			RODE0024

Apprentice Events

Apprentice Hurt Man Rescue

Mean Time: 4 Minutes

Event Description

Time starts at the judge's signal with the apprentice standing at an arm's length from the pole wearing proper work gloves. The apprentice's belt and hooks will be lying on the ground beside him, safety strap snapped into D-rings and belt unbuckled. No belt will be allowed to be placed on or around the pole. The climber may only put their belt on and climbers on in the work circle after time starts.

Looking at the pole from the cross-arm side, the hand line will be hung on the right side of the arm by the Becky, just 5" beyond the cross-arm brace. Hand line may not be adjusted before performing the rescue. **The neutral will be double dead-ended approximately 9' from the top of the pole.** 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 Ox Block and attached handline to lower the mannequin.

The apprentice must take a minimum of two wraps / 3 clicks around the friction bar of the ox-block. Failure to take two wraps on the friction bar in the apprentice hurt man rescue will result in a two-point deduction. The apprentice will not be allowed to throw the handline over the cross arm to lower the manikin. The rescue mannequin will be equipped with the Buckingham Super Squeeze (Buckingham 488PR-Rescue Super Squeeze) (see page 32 from the General Rules for pictures) **If you are unsure as to how to properly use the Buckingham Ox Block handline, visit the Buckingham booth at the expo for detailed instructions.**

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

Be sure to call out "Headache" or similar warning loudly if you drop any part of the Ox Block 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.

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 and not hitting the ground too hard.

The skinning knife must be either folded or properly sheathed after use before lowering the mannequin. There will be a 2-point deduction if not properly stored.

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

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

Event Guidelines

1. Time starts at the judge's signal (Go) with the apprentice standing at an arm's length from the pole wearing proper work gloves. (See Tools Section in the General Rules on page 12)
2. Climber will transition the neutral properly while ascending the pole.
3. Climber will separate the handline and drop one end of the line after giving verbal warning. The handline hook or snap must land in the circle of wood chips at the base of the pole when dropped.
4. Once the lineman is on the pole, the mannequin should be tied under the arms with three half hitches. (Eye splice should not be used as part of hitches.) The half hitch is the only acceptable knot.
5. The apprentice must take a minimum of two wraps / three clicks around the friction bar of the ox-block. Failure to take two wraps on the friction bar in the apprentice hurt man rescue will result in a two-point deduction.
6. Climber 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.
7. The skinning knife must be either folded or properly sheathed after use before lowering the mannequin. There will be a 2-point deduction if not properly stored.
8. Time is over when the mannequin is on the ground and the rope is slack.
9. Mannequin's initial contact with ground must be within the work circle.
10. The climber will once again properly transition the neutral while descending the pole.
11. Climber will continue descending the pole all the way to the ground.
12. Exceeding 4 minutes to complete the event will result in a two-point deduction.
13. 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" but points will be deducted for a "too loose knot".
14. Although time has stopped, climber will continue to be judged until the event is restored. Climber will assist in re-hanging the mannequin.

Infractions

Two Point Infractions

Failure to wear proper gloves or safety glasses
Dropping tools or material from pole
Failure to give verbal warning when dropping materials or tools
Not checking adjustment of fall protection device before climbing, transitioning or reaching a working position
Failure to keep both hands on the fall-protection device when ascending or descending pole
Failure to follow instructions from scorebook or pre-job
Wearing climbers or belt outside work area
Gaff guards not used when climbers are outside the circle
Placing tools or material in the mouth
Hanging tools/material on structure, conductor or safety strap
Exceeding mean time (4 minutes)
Other (Judge's discretion)

Event Specific – (Two-point infractions)

Failure to take 2 wraps / 3 clicks on the friction bar before cutting belt
Cutout or slip on the pole but does not fall to the ground or neutral (one gaff out of pole and out of control)
Allowing the mannequin to hit the ground too hard
Failure to have all fall restraint buckles buckled and all safeties clipped in D-rings with tools on the ground at start of event
Failure to tie three half hitches properly while on the pole
Failure to properly store skinning knife after use of cutting Super Squeeze rope
Failure to follow proper guidelines for use of Wood Pole Fall Protection Devices. (See General Rules pages 15-16)

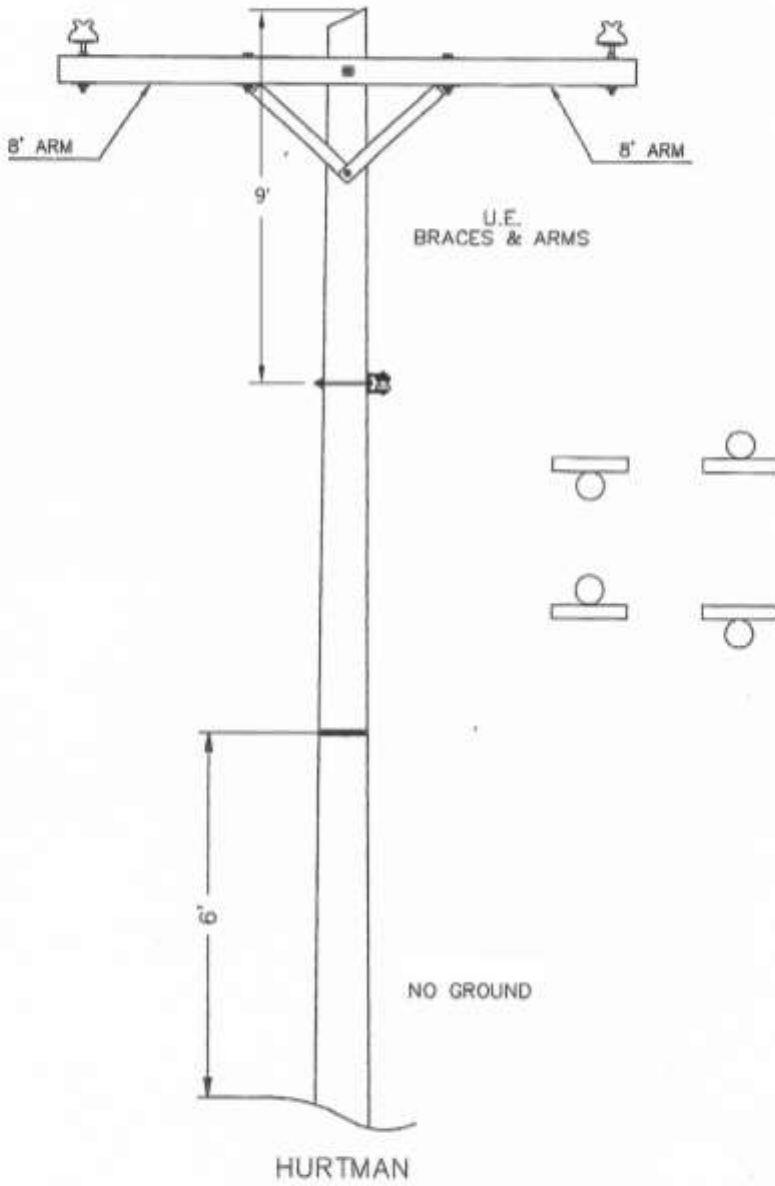
Ten Point Infractions

Climber cuts out and falls to the ground from below the 6-foot mark.
If after transitioning above the neutral the climber cuts out and falls to the neutral
Contact with un-covered conductor (other than gloved hand)
Failure to properly restore event to the judges' satisfaction

Disqualification

If after both feet pass above the six-foot mark on the pole, the climber cuts out and comes to the ground, the Journeyman Team or Apprentice will be dis-qualified from the rodeo.

HURTMAN RESCUE
APPRENTICE EVENT



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REV.	REV. DATE	REVISION & JOB NO.	BY	CHK.	APP.	EXHIBIT MISCELLANEOUS HURTMAN RESCUE		KANSAS CITY POWER & LIGHT COMPANY		
5	03/04/20	REVISED PER JUSTIN SHEZEY	BOK			SKETCH				
4	05/20/08	REVISED TO DATE	MKB							
3	04/20/05	REVISED TO DATE	AFJ	AFJ	AFJ					
2	08/02/04	REVISED TO DATE	AFJ	AFJ	AFJ					
DRAWN	DATE	DRAFT. CHK.	DATE	ENGR. CHK.	DATE	APPROVED	DATE	SCALE	JOB NO.	DWG. NO.
AFJ	08/12/99	AFJ	10/01/99			AFJ	10/01/99			RODE0023



Buckingham 488PR-Rescue Super Squeeze



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

Apprentice Pole Climb On a 40' Pole No Mean Time

Event Description

The purpose of this event is to exhibit your skills to follow the guidelines of this event while climbing the pole safely, smoothly and professionally without breaking the egg.

The climber will select their bucket and egg that they will carry up the pole. The egg will be placed in the bucket with nothing else in the bucket. There will be an empty bucket hanging by a drive hook at the top of the pole.

After climbing to the top of the pole the climber will sit back in their belt. The climber will then remove the empty bucket and aim it to drop in the chips, with a verbal warning. The climber will put the egg in their mouth, hang the new bucket on the drive hook and begin their descent down the pole without breaking the egg. The climber will properly transition the neutral while descending the pole to the ground.

Time will stop when the climber's first foot hits the ground. The climber must be in control at all times and there can be no hot-dogging or free fall allowed. There will be a 10-point deduction for cracking the egg.

This is the only time the climber will not have to verbalize “checking adjustment judge” when transitioning or reaching a working position.

Event Guidelines

1. Time will start at the judge's signal (Go) with the Apprentice standing at arm's length from the pole.
2. Proper work gloves must be used ground to ground. (See Tools Section in the General Rules [on page 12](#))
3. No competitor will be allowed to start with their safety in their hand or around the pole.
4. Climber will ascend the pole carefully and smoothly with the egg in the bucket.
5. **Climber will transition the neutral properly while ascending the pole.**
6. After transitioning over the neutral, the climber will continue their climb to the top of the pole.
7. The climber will sit back in their belt, take the bucket off the drive hook and drop it in the chips below with a verbal warning.
8. Climber will then put the egg in their mouth, hang the new bucket on the drive hook, and begin to descend the pole while not breaking the egg.
9. The climber will once again **properly transition the neutral while descending the pole.**
10. Time will stop when the climber's first foot hits the ground.
11. The climber will take the egg out of their mouth, show it to the judge by rolling it around on all sides until the judge is satisfied it is not cracked.

Infractions

Two Point Infractions

Failure to wear proper gloves or safety glasses

Dropping tools or material from pole (except bucket)

Failure to give verbal warning when dropping materials or tools

Not checking adjustment of fall protection device before climbing or when transitioning or reaching a working position

Failure to keep both hands on the fall-protection device when ascending or descending pole

Failure to follow instructions from scorebook or pre-job

Wearing climbers or belt outside work area

Gaff guards not used when climbers not in use

Other (Judge's discretion)

Event Specific – (Two-point infractions)

Cutout or slip on the pole but does not fall to the ground or neutral (one gaff out of pole and out of control)

Failure to follow proper guidelines for use of Wood Pole Fall Protection Devices. (See General Rules pages 15-16)

Ten Point Infractions

If after transitioning above the neutral the climber cuts out and falls to the neutral

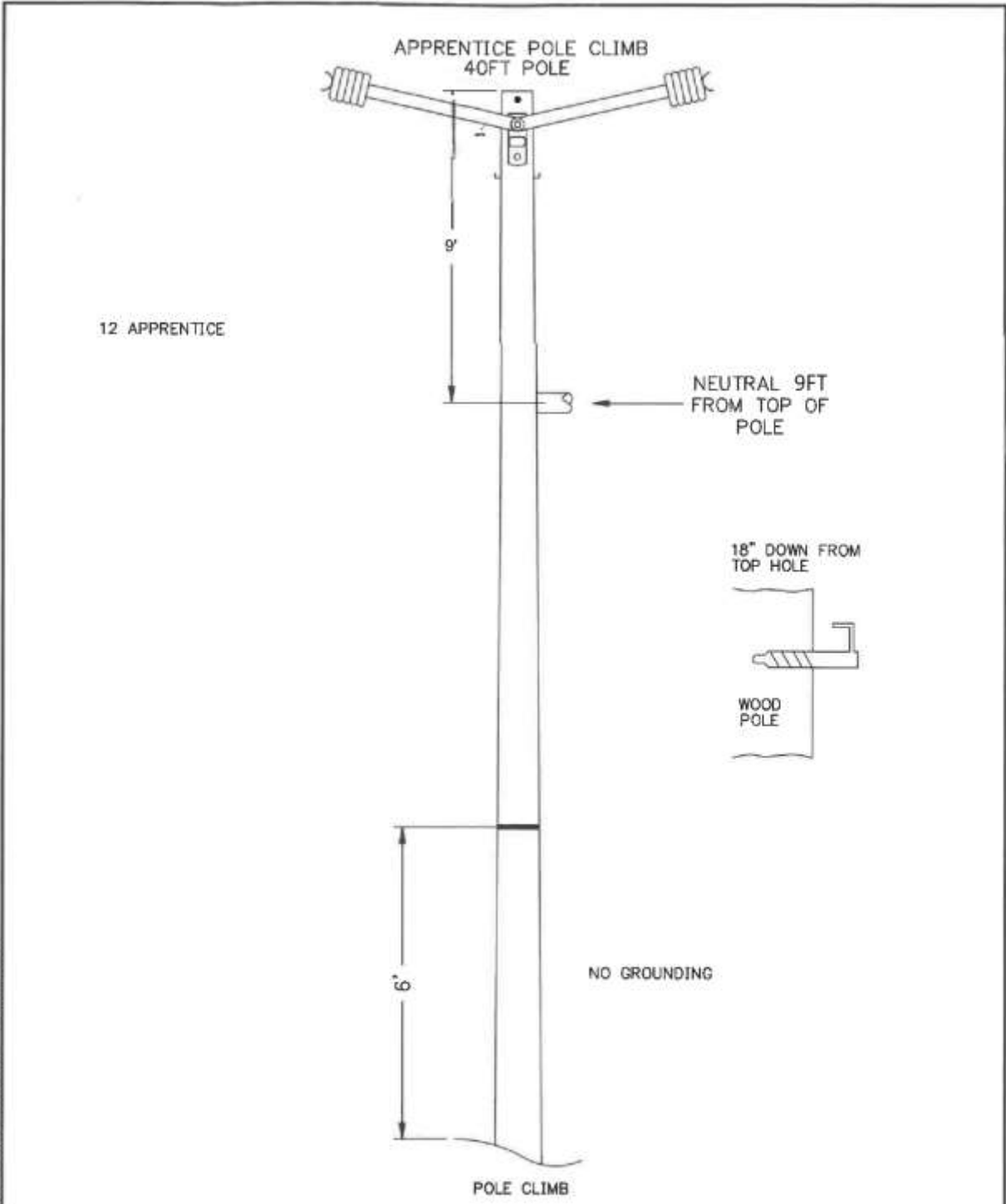
Climber cuts out and falls to the ground from below the 6-foot mark.

Failure to properly restore event to the judges' satisfaction

Cracking or denting the egg while ascending and descending the pole.

Disqualification

If after both feet pass above the six-foot mark on the pole, the climber cuts out and comes to the ground, the Journeyman Team or Apprentice will be dis-qualified from the rodeo.



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7	03/04/20	REVISED PER JUSTIN SWEZEY	BOK								
6	05/20/08	REVISED TO DATE	MKB								
5	04/20/05	REVISED TO DATE	AFJ	AFJ	AFJ						
4	08/03/04	REVISED TO DATE	AFJ	AFJ	AFJ						
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DRAWN	DATE	DRAFT. CK.	DATE	ENGR. CK.	DATE	APPROVED	DATE	SCALE	JOB NO.	DWG. NO.	
AFJ	08/12/99	AFJ	10/01/99			AFJ	10/01/99			RODE0024	

EXHIBIT
 MISCELLANEOUS
 JOURNEYMAN POLE CLIMB 2008
 SKETCH
 KANSAS CITY
 POWER & LIGHT COMPANY

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

Apprentice Written Test will be Friday, October 13th, 2023 from 1:00 pm – 3:00 pm at the convention center, bottom floor, all apprentices must be in line 1:30 pm or 10 points will be deducted. You may arrive early, don't be late. No cell phones or watches may be used or in sight at any time during the test.

No electronic device of any kind may be used to aid or record any activity associated with the Apprentice Written Test. The penalty for utilization of any such device will result in immediate disqualification from ALL rodeo events and your company/sponsor will be notified. These devices may not be used or be in sight at any time during the test, in line, or any activity associated with the test.

Do not bring any backpacks, bags of any kind or any other items to the test. You will not be able to take them in the testing area. We will not have any storage areas for those items!

Apprentice Test scores will be posted on the window at the Red Barn by 2PM on the day of the rodeo. There will be no test review!

- a. Fifty question test using multiple choice and true / false questions.
- b. Questions are derived from material contained in the publication:
- c. "The Lineman's & Cableman's Handbook Thirteenth edition" Published by McGraw-Hill
- d. Each participant starts with 100 points.
- e. Each incorrect answer or un-answered question is a 2-point deduction.
- f. There is a 2-point deduction for exceeding the mean time of 15 minutes.
- g. Testing time is limited to 20 minutes.
- h. After 20 minutes expire the participant will be stopped and have 2 additional points deducted.
- i. Apprentices with no more than four (4) years as an apprentice are eligible to take the apprentice written test.
- j. 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.
- k. Time starts when the participant has the test, answer sheet and pencil on the table in front of them.
- l. Record answers on answer sheet not on the test.
- m. Use a pencil to blot out the letter for your answers on the answer sheet. (Example): A B ● D
- n. No questions after test starts. (Including test time expired)
- o. Time stops when participant notifies Testing Judge that test is completed, or when the 20-minute testing time is up.
- p. Time will be used to break a tie.
- q. The Testing Judge will record the completion time and print name on the answer sheet.
- r. Testing Judge will escort participant to Chief Judge at exit table and give test and answer sheet to Chief Judge.
- s. Chief Judge will confirm information at the top of the answer sheet is correct and answer sheet to be complete.
- t. Participant is free to exit after the answer sheet is checked by the Chief Judge at the exit table.
- u. Any protests must be made before exiting 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.