

13th ANNUAL TEXAS LINEMAN RODEO

- Event Name:** TOOL INSPECTION (JOURNEYMAN & APPRENTICE)
Chief Judge: Danny Williams, TEC Loss Control
- Event Summary:** Contestants tools will be inspected at the first competition event shown on team's or Apprentice's packet schedule.
- Event Time:** N/A
Drop Dead Time: N/A
- Time starts:** N/A
Time stops: N/A
- Tools required:** Climbing Belt with Safety Strap and Climbers (Hooks), Hardhat, Safety Glasses, Rubber Gloves in bag, Leather Work Gloves with minimum 2" Gauntlet, Work Boots, Gaff Guards.
- Tools/Equipt supplied:** N/A
- Step 1** Go to first event with tools listed above, in addition to event tools and equipment.
- Step 2** Present items for inspection.
- Step 3** Upon completion proceed to event competition work site with Event Judge.
- Other Considerations:** This procedure is intended to reduce excessive time spent in line.
All tools/equipment must meet ANSI/ASTM standards.
Apprentice must have rubber gloves.
Climbing hooks will be subjected to a 2x4 test.
Any item brought into any competition area at any time may be subject to inspection.
Judges will notify Team or Apprentice at each event where improper tools may be present. Teams or Apprentices will have the option to utilize improper tools and receive a 2 point deduction each time the tool is used, or exchange the improper tool with an acceptable tool with no deduction BEFORE the question time starts.

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Event Name:	URD SPLICE (JOURNEYMAN)
Chief Judge:	Larry Locke, Austin Energy (Ret.)
Event Summary:	Journeyman event consists of splicing two sections of primary underground cable on a tarp.
Event Time:	25 Minutes
Drop Dead Time:	30 Minutes
Time starts:	At judges' signal after materials and tools are laid out on tarp. Contestants will have 5 minutes for questions before time starts.
Time stops:	When ground man signals judge, after checks for proper completion and clean work area.
Tools required:	Hardhat, Safety Glasses, Leather Work Gloves with min. 2" Gauntlet, Work Boots, Hand tools, Knives, Cutters, Stripping tools, Compression wrench with proper dies, Wire brush.
Tools/Equipmt supplied:	Two each five foot jacketed concentric 15 kV underground primary cables, splice kit (Specifications and numbers coming soon to discussion forums)
Step 1	Prepare cable according to manufacturer specifications as indicated in instructions.
Step 2	Properly install splice on prepared cable.
Step 3	Make up concentric neutral as directed by instructions.
Step 4	Ground man will call time to judge.
Step 5	Splice will be disassembled to verify proper cable preparation with tolerances that do not exceed 1/16 inch give or take from spec.
Other Considerations:	All conductors must be brushed before making connections. Participants must utilize proper PPE when performing tasks.

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Event Name:	ARMOR ROD and TIE (APPRENTICE)
Chief Judge:	Greg Wolf, Bluebonnet EC
Event Summary:	This event consists of removing a tie and armor rod, placing the conductor in a stringing dolly, then reinstalling an armor rod and aluminum tie. This is a simulated grounded event.
Event Time:	15 Minutes
Drop Dead Time:	20 Minutes
Time starts:	At judges' signal after materials and tools are laid out on tarp and contestant is tooled up. Contestants will have 5 minutes for questions before time starts.
Time stops:	When climbers' first foot hits the ground.
Tools required:	Climbing Belt with Safety Strap and Climbers (Hooks), Gaff Guards, Hardhat, Safety Glasses, Leather Work Gloves with Gauntlet, Work Boots, Hand tools, Breakaway plastic Belt hook with tag line(s), and Tool Bucket.
Tools/Equip supplied:	Preformed armor rod Piece of unformed aluminum tie wire (Specifications and numbers coming soon to discussion forums)
Note 1	Gaff guards will remain on until time starts. Climber assumes working position and unties conductor, also removes armor rod.
Note 2	Place conductor in stringing dolly, lock, and hands away calling 'clear'.
Note 3	Open dolly, place conductor back in insulator groove.
Note 4	Complete armor rod and tie installation with 3-2 button tie
Note 5	Leave dolly on pole, and descend pole
Other considerations:	Apprentice may be requested to climb pole and repair improper installations. Apprentice will be required to climb down (timed) and retrieve any hardware dropped from the pole. Climbers shall not use any part of the equipment as a handhold or step. Bucket and tag will be utilized to raise and lower material.

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Event Name:	Brace & Bit (APPRENTICE)
Chief Judge:	Kirk Yantz, City of Giddings
Event Summary:	This event consists of drilling two separate 11/16" hardware mounting holes in a wood pole with a brace and bit.
Event Time:	5 Minutes
Drop Dead Time:	7 Minutes
Time starts:	At judges' signal after climber is tooled up. Contestants will have 5 minutes for questions before time starts.
Time stops:	When climber's first foot hits the ground
Tools required:	Climbing Belt with Safety Strap and Climbers (Hooks), Gaff Guards, Hardhat, Safety Glasses, Leather Work Gloves with Gauntlet, Work Boots, Hand tools, Breakaway plastic Belt hook with tag line(s), and Tool Bucket, Brace as manufactured, Unaltered 11/16" brace bit.
Tools/Equip supplied:	Wood pole!
Note 1	Gaff guards will remain on until time starts.
Note 2	Apprentice will measure and drill 2 holes in a designated area on the pole to mount a combination bracket used to install a single phase cutout and arrestor
Note 3	Holes can be started on any surface at top of pole within paint marks. Holes may not be started in areas where wood has chipped away.
Note 4	After both holes are complete, climber will send down brace and bit, holler headache, release rope, then descend pole.
Note 5	Accuracy will be judged vertically and horizontally. Deductions will be assessed according to the following specs (Vertical front, vertical back, horizontal top, horizontal bottom). Holes spaced farther than ½ inch from spec will receive a 2 point deduction.
Other considerations:	Apprentice will be required to climb down (timed) and retrieve any tools dropped from the pole.

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- Event Name:** POLE CLIMB (JOURNEYMAN & APPRENTICE)
J-Warren Stanley, Stanley Safety Solutions
- Chief Judges:** A-Jeff Padavick, Techline
- Event Summary:** Contestant will climb a 40' wood pole with egg bucket in mouth, then descend with egg in mouth. Follow the guidelines exactly, climbing safely and professionally. Leather gloves shall be worn during event.
- Event Time:** None
- Drop Dead Time:** None
- Time starts:** At judges' signal with climber tooled up, gaff guards off, and touching pole with one hand.
- Time stops:** When climber's first foot hits the ground.
- Tools required:** Climbing Belt with Safety Strap and Climbers (Hooks), Hardhat, Safety Glasses, Leather Gloves with minimum 2" Gauntlet, Work Boots, and Gaff Guards.
- Tools/Equip supplied:** N/A
- Step 1** Climb pole with egg in bucket. Only the egg is allowed in the bucket; no padding may be added.
- Step 2** Climber safeties off and assumes a working position. Remove old bucket and drop it to the ground. Must call out "Headache" prior to dropping bucket. Put egg in mouth and hang bucket on j-hook. Dropped bucket must land within chips or padded area.
- Step 3** Climb down pole with egg in mouth without breaking it (includes cracked eggs). The time stops when first foot hits the ground.
- Other Considerations:** No freefalling or hot-dogging. Climber must be in 3-point contact and in control while climbing. There will be a 10-point deduction for a cracked egg, freefalling or hot-dogging.
Event judging stops when climber leaves the chips.
Leather gloves will be worn at all times while on the chips.
Gaff guards must be on before stepping on or off of chips.

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Event Name: WRITTEN TEST (APPRENTICE)

Chief Judge: Bobby Christmas, Guadalupe Valley EC

Judges: John Green and Allen Howe

Event Summary: The first Apprentice event consists of a written 50 question test from the 10th Edition Lineman's and Cableman's Handbook. The written test is the first event for all Apprentices following the opening ceremony. It will be held at the pavilion.

Event Time: 60 minutes

Drop Dead Time: 90 minutes

Time starts: At judges' signal

Time stops: When test is complete and turned in by apprentice.

Tools required: N/A

Tools/Equipt supplied: N/A

Other Considerations: Questions will be multiple choice.
Pencils will be provided.
Each question answered wrong is a 2 point deduction.
Time will only be used as a tie breaker.
Arriving at the pavilion after test begins results in 2 point deduction.
Talking during the test will result in a 2 point deduction.
Starting the test before time starts will result in a 2 point deduction.
Any form of cheating will result in disqualification from rodeo competition.

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Event Name:	OBSTACLE POLE (APPRENTICE)
Chief Judge:	Ric Newton, Navasota Valley EC
Event Summary:	This event consists of completing 4 de-energized tasks on the same 40' wood pole. Tasks will be worked from ground up by the apprentice.
Event Time:	20 Minutes
Drop Dead Time:	25 Minutes
Time starts:	At judges' signal after climber is tooled up. Contestants will have 5 minutes for questions before time starts.
Time stops:	When apprentice calls 'time' to judge.
Tools required:	Climbing Belt with Safety Strap and Climbers (Hooks), Gaff Guards, Hardhat, Safety Glasses, Leather Work Gloves with minimum 2" Gauntlet, Work Boots, Hand tools, Breakaway plastic belt hook with tag line, and Tool Bucket.
Tools/Equip supplied:	Hand-line, tying ropes and pole hardware. (Specifications and numbers coming soon to discussion forums)
	The following instructions start at the bottom of the pole.
Step 1	The first task consists of knot tying at the bottom of the pole. Ropes will be laid on chips at start of event. You will be told at registration which 3 knots from the Lineman's and Cableman's hand book you will be required to tie on the pole.
Step 2	Apprentice will climb into a working position after attaching tag line to belt hook, and remove the narrow profile arm from the pole, circle pole and reinstall the arm in the same hole from opposite side.
Step 3	Apprentice will install security light on pole. There will be no connections made. After driving lag screw, install bulb and photocell.
Step 4	Replace missing brace on 8' heavy framed cross arm. Time stops, then apprentice removes brace and security light. Still judged but not timed until feet hit ground.
Other considerations:	Apprentice may be requested to climb pole and repair improper installations. Apprentice will be required to climb down (timed) and retrieve any hardware dropped from the pole. Climbers shall not use any part of the crossarm, braces, or equipment as a handhold or step. Washers shall be squared. Leather gauntlet gloves are required to be on to remove or put on gaff guards Gaff guards must be on before stepping into 10' painted circle, and must be on before picking up rope to tie knots. Be sure to holler headache when dropping tag line.

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- Event Name:** HURTMAN RESCUE (APPRENTICE)
Chief Judge: Stacey Mayfield, Bluebonnet EC
- Event Summary:** This event simulates the rescue of a hurt man safetied on a 40' wood pole with an 8' wood crossarm.
- Event Time:** None
Exceeding 4 minutes to complete the event will result in a 10-point deduction.
- Drop Dead Time:**
- Time starts:** At judges' signal with member standing an arm's length from pole
Time stops: When manikin is on the ground and rope is slack
- Tools required:** Climbing Belt with Safety Strap and Climbers (Hooks), Hardhat, Safety Glasses, Rubber Gloves in bag, Leather Work Gloves with minimum 2" Gauntlet, Work Boots, and Gaff Guards.
- Tools/Equipmt supplied:** Handline, Manikin with expendable inserts in safety strap.
- Step 1** The lineman's belt and hooks will be lying on the ground an arm's length from the pole at the judges' signal. Rubber gloves will be inside the glove bag (Cuffs down, fingers up, flap secured), with the glove bag attached to the belt (Can take glove bag off on chips) at the start of the event. Rubber gloves are required ground to ground. Gaff guards may be removed when lineman is on mulch. No gloves will be required to remove gaff guards.
- Step 2** Looking at the pole from the cross arm side, the hand line will be hung on the right side. The hurt man manikin will hang in the center of the pole on the cross-arm side, with both ends of the safety straps through the braces. You must always take a minimum of one complete wrap around the cross-arm before lowering the hurt man.
- Step 3** Manikin should be tied under arms with three half hitches (eye splice should not be used as part of hitches). The half hitch is the only acceptable knot. A maximum of 6 inches slack is allowed from manikin's chest to first half hitch.
- Step 4** Call out "Headache" loudly when you drop your sheave. The sheave is to be dropped in the wood chips at the base of the pole.
- Step 5** A Bashlin belt 57-N will be used on the manikin. You must cut the Bashlin 57-A insert. There will be a 10-point deduction for cutting the belt in the wrong place .
- Step 6** Manikin should be moved smoothly to ground without coming into contact with the pole. There will be a 2-point deduction if manikin contacts the pole after initial swing. No deduction for contacting pole after manikin is on the ground. A 10-point deduction for failure to control fall of the manikin. (Controlled descent, no free-fall).
- Step 7** The groundman (using leather gloves) will assist in hanging the hurt man manikin for the next team.
- Other Considerations:** Judging stops when climber leaves the chips.
Gaff guards must be on before stepping on or off of chips.

13th ANNUAL TEXAS LINEMAN RODEO**Event Name:** DEADEND POLE TRANSFER (JOURNEYMAN)**Chief Judge:** Tracy Adler, Navasota Valley EC**Event Summary:** This event consists of the transfer of primary and neutral conductors, along with transformer and cutout/arrestor from an old single phase deadend pole to a new single phase deadend pole using hot hoists to move primary and neutral. This is a simulated grounded event.**Event Time:** 25 minutes**Drop Dead Time:** 30 minutes**Time starts:** At judges' signal after climber is tooled up. Contestants will have 5 minutes for questions before time starts.**Time stops:** When second climber's foot is on the ground.**Tools required:** Climbing belt with safety strap and climbers (hooks), Hardhat, Safety glasses, Leather work gloves with min. 2" gauntlet, Work boots, Gaff guards, 8' shotgun stick, 2 Handlines, One telescoping hotstick, Wire brush, 2 acsr wire grips, 2 hoists, 2 straps or chains, 1 Pole gin, 1 set 2/2 Rope blocks.**Tools/Equipt supplied:** Existing guys and anchors on both poles
OH Transformer, Fused cutout, Surge arrestor, and hardware on old pole.
(Specifications and numbers coming soon to discussion forums)**Step 1** Lay out tools and materials on tarp, and tool up. 5 minutes allowed for questions. Leather gloves are acceptable for all tasks in this event.**Step 2** Climbers proceed to working positions and begin deconstruction. Both climbers allowed to work whatever pole they are on, but must maintain verbal communication with entire team.**Step 3** Install dead end hardware on new pole. Rig hoists for phase transfer. (Anchors and guys will already be in place on new pole).**Step 4** Transfer phase to new pole using two hoists (One lets slack while the other takes tension). Repeat procedure for neutral, and relocate transformer and cutout from old pole to ground, to new pole, with rope blocks.**Step 5** Brush primary, complete high side jumper install with shotgun stick, and hang cutout door. Do not close.Climber/s may be requested to climb pole and repair improper installations.
Gaff guards must be on before stepping into or out of 10' painted circle.
Time may be stopped by the judge during critical weather conditions, or if something is broken or damaged.
Bags can be used but must remain on Handline.
Deduction for any equipment off tarp when time starts or ends.
Climbers may pass tools between poles, but not while groundman is in 10' circle.**Other considerations:**

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Event Name:	BELL CHANGE (JOURNEYMAN)
Chief Judge:	Artis Lawson Jr., College Station Utilities
Event Summary:	This event is simulated energized at 15kV. Rubber gloves are required ground to ground. Pole will be worked with 8' hotsticks. Pole is 40' wood with single phase construction. Minimum approach distances must be maintained at all times.
Event Time:	25 Minutes
Drop Dead Time:	30 Minutes
Time starts:	At judges' signal after competitors are tooled up, after 5 minutes for questions
Time stops:	When second climber steps first foot off pole.
Tools required:	Climbing Belt with Safety Strap and Climbers (Hooks), Hardhat, Safety Glasses, Rubber Gloves in bag, Leather Work Gloves with Gauntlet, Work Boots, Gaff Guards, 8' Shotgun Stick, Hotstick Grip, Key Attachments with 8' Universal Hotstick, Handline, Cover-up, Link Stick, Sling, Strap Hoist.
Tools/Equipt supplied:	Polymer Bell (Specifications and numbers coming soon to discussion forums)
Step 1	Lay out tools and materials on tarp. 5 minutes allowed for questions
Step 2	Cover neutral
Step 3	Remove dead-end insulator using hot sticks and hoist. Positive control of conductor must be maintained.
Step 4	Install new dead-end insulator. Remove tools and cover-up materials.
Step 5	Ensure no items are hanging off of tarp.
Other Considerations:	Climber/s may be requested to climb pole and repair improper installations. Gaff guards must be on before stepping out of 10' painted circle. Time may be stopped by the judge during critical weather conditions, or if something is broken or damaged. Handline is only tool or equipment that can hang from pole or wire. Deduction for any other equipment off tarp when time ends. No tools or material can be hung on pole, conductors, or straps. Use handline.

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- Event Name:** HURTMAN RESCUE (JOURNEYMAN)
Chief Judge: Larry Aguayo, CPS Energy
- Event Summary:** This event simulates the rescue of a hurt man safetied on a 40' wood pole with a 8' wood crossarm.
- Event Time:** None
Drop Dead Time: Exceeding 4 minutes to complete the event will result in a 10-point deduction.
- Time starts:** At judges' signal with member standing an arm's length from pole
Time stops: When manikin is on the ground and rope is slack
- Tools required:** Climbing Belt with Safety Strap and Climbers (Hooks), Hardhat, Safety Glasses, Rubber Gloves in bag, Leather Work Gloves with minimum 2" Gauntlet (Groundman), Work Boots, and Gaff Guards.
- Tools/Equipt supplied:** Handline, Manikin with expendable inserts in safety strap.
- Step 1** The lineman's belt and hooks will be lying on the ground an arm's length from the pole at the judges' signal. Rubber gloves will be inside the glove bag (Cuffs down, fingers up, flap secured), with the glove bag attached to the belt (Can take glove bag off on chips) at the start of the event. Rubber gloves are required ground to ground. Gaff guards may be removed when lineman is on mulch. No gloves will be required to remove gaff guards
- Step 2** Looking at the pole from the cross arm side, the hand line will be hung on the right side. The hurt man manikin will hang in the center of the pole on the cross-arm side, with both ends of the safety straps through the braces. You must always take a minimum of one complete wrap around the cross-arm before lowering the hurt man
- Step 3** Manikin should be tied under arms with three half hitches (eye splice should not be used as part of hitches). The half hitch is the only acceptable knot. A maximum of 6 inches slack is allowed from manikin's chest to first half hitch.
- Step 4** Call out "Headache" loudly when you drop your sheave. The sheave is to be dropped in the wood chips at the base of the pole.
- Step 5** A Bashlin belt 57-N will be used on the manikin. You must cut the Bashlin 57-A insert. There will be a 10-point deduction for cutting the belt in the wrong place
- Step 6** Manikin should be moved smoothly to ground without coming into contact with the pole. There will be a 2-point deduction if manikin contacts the pole after initial swing. No deduction for contacting pole after manikin is on the ground. A 10-point deduction for failure to control fall of the manikin.(Controlled descent, no free-fall).
- Step 7** The groundman (using leather gloves) will assist in hanging the hurt man manikin for the next team.
- Other Considerations:** Two climbing journeymen's scores are added together and averaged for the team score.
Judging stops when climber leaves the chips.
Gaff guards must be on before stepping on or off of chips.