

**14th 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:**
- All tools/equipment must meet OSHA/ANSI 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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<b>Event Name:</b>	URD SECONDARY SERVICE (APPRENTICE)
<b>Chief Judge:</b>	Larry Locke, Western Texas College
<b>Event Summary:</b>	The event consists of installing an underground 1/0 triplex secondary service from a secondary pedestal to a meter can. Apprentice will make up service in meter can, then make tap connections in the pedestal.
<b>Event Time:</b>	15 Minutes
<b>Drop Dead Time:</b>	20 Minutes
<b>Time starts:</b>	At judges' signal after materials and tools are laid out on tarp. Contestants will have 5 minutes for questions before time starts.
<b>Time stops:</b>	When apprentice signals judge that event is complete.
<b>Tools required:</b>	Hardhat, Safety Glasses, Leather Work Gloves with min. 2" Gauntlet, Work Boots, Hand tools, Knives, Cutters, <u>The competitor will not be required to wear rubber gloves during the event</u>
<b>Tools/Equipt supplied:</b>	Secondary pedestal; ten feet of 2" conduit; two 24" sweeps or elbows; a 200 amp meter can installed 5 feet above the ground; a length of 1/0 URD triplex with #2 reduced neutral, and three tap blocks with allen set tap blocks to accept the 1/0 URD
<b>Step 1</b>	Install cable into conduit.
<b>Step 2</b>	Make up connections in meter can
<b>Step 3</b>	Make up connections in pedestal
<b>Step 4</b>	Close all access points
<b>Step 5</b>	After time stops and installation is inspected, apprentice will remove secondary cable
<b>Other Considerations:</b>	Connections on the tap blocks must be performed with allen head wrench Judging will continue until the apprentice has removed the cable and is ready to exit the event.

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<b>Event Name:</b>	FUSE CHANGE WITH LONGSTICK (APPRENTICE)
<b>Chief Judge:</b>	Kirk Yantz, City of Giddings
<b>Event Summary:</b>	The competitor will remove a fuse barrel mounted in a cutout on a 40' pole <u>wearing 20 kV (minimum) rubber gloves</u> . Rubber blankets or insulated mats will not be used in the event. Long stick cannot make contact with any part of the competitor's body while it is contact with cutout. <u>Cutout is not considered a visual opening</u> . The competitor must have positive control while raising and lowering the fuse barrel. Competitor must change the fuse in the barrel before reinstallation.
<b>Event Time:</b>	5 Minutes
<b>Drop Dead Time:</b>	8 Minutes
<b>Time starts:</b>	At judges' signal after materials and tools are laid out on tarp. Contestants will have 5 minutes for questions before time starts.
<b>Time stops:</b>	When barrel is completely closed.
<b>Tools required:</b>	Hardhat, Safety Glasses, Leather Work Gloves with min. 2" Gauntlet, Work Boots, Hand tools, Knives, Cutters,
<b>Tools/Equipt supplied:</b>	Cutout door and fuse
<b>Step 1</b>	With rubber gloves on extend stick and open cutout.
<b>Step 2</b>	Remove barrel from cutout and lower to ground by completely collapsing stick.
<b>Step 3</b>	Change out fuse.
<b>Step 4</b>	Replace and close barrel.
<b>Step 5</b>	Lower stick and clean event area.
<b>Other Considerations:</b>	Any manufactured attachment will be allowed for long stick Longstick shall not be laid on the ground

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<b>Event Name:</b>	SECONDARY SERVICE ON POLE (APPRENTICE)
<b>Chief Judge:</b>	Ric Newton, Navasota Valley EC
<b>Event Summary:</b>	<p>This event consists of pulling up an overhead span of secondary triplex, securing it to the service pole, and making up a service assembly on a 40 foot class 3 wood pole.</p> <p>There will be no weather head on the riser but a wire grip will be supporting the URD triplex in it. If the competitor messes up the triplex beyond repair, they will have to replace the run of triplex by climbing the center pull pole while being judged, but not timed. Mulch will be placed at the base of the secondary poles. Judging will continue until the apprentice is on the ground and ready to exit event.</p>
<b>Event Time:</b>	15 Minutes
<b>Drop Dead Time:</b>	20 Minutes
<b>Time starts:</b>	At judges' signal. Contestants will have 5 minutes for questions before time starts.
<b>Time stops:</b>	When apprentice signals judge event is complete
<b>Tools required:</b>	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), Bolt Cutters,
<b>Tools/Equip supplied:</b>	1/0 triplex (50') (2" conduit). Connectors
<b>Note 1</b>	Apprentice will climb pole and raise wire and wedge clamp the conductor.
<b>Note 2</b>	Assemble connections at riser with drip loop.
<b>Note 3</b>	Signal judge that event is complete
<b>Note 4</b>	After installation is inspected, apprentice will remove connectors wedge clamp and wire
<b>Other considerations:</b>	<p>Apprentice may be requested to climb pole and repair improper installations.</p> <p>Apprentice will be required to climb down (timed) and retrieve any hardware dropped from the pole.</p> <p>Climbers shall not use any part of the equipment as a handhold or step.</p> <p>Will be judged while removing material</p> <p>Gaff guards must be on while working on the ground.</p>

**14th ANNUAL TEXAS LINEMAN RODEO**

<b>Event Name:</b>	ROPE EVENT (APPRENTICE)
<b>Chief Judge:</b>	Shelton Gilmore, Bartlett EC
<b>Event Summary:</b>	Competitors will be required to tie three knots, in addition to a crown splice and eye splice. The knots will be revealed in their packets on Friday, July 16 <sup>th</sup> . The knots will come from the 11 <sup>th</sup> Edition of the Lineman's and Cableman's Handbook. The competitors will be issued one - 42" long, 1/2" nylon rope for the splices. They will be issued three, 42" pieces of rope to tie the required knots. The splices and knots will be judged while the competitor is present and prior to them leaving the event.
<b>Event Time:</b>	15 Minutes
<b>Drop Dead Time:</b>	20Minutes
<b>Time starts:</b>	At judges' signal. Contestants will have 5 minutes for questions before time starts.
<b>Time stops:</b>	When competitor signals judge that event is complete
<b>Tools required:</b>	Cutters, tape, knife
<b>Tools/Equip supplied:</b>	Rope
<b>Note 1</b>	Tie knots as directed
<b>Note 2</b>	Perform eye and crown splice at each end of one rope
<b>Note 3</b>	Clean work area
<b>Note 4</b>	Signal judge to stop time
<b>Other considerations:</b>	Housekeeping before time stops Must wear leather gloves when using tools

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- Event Name:** POLE CLIMB (JOURNEYMAN & APPRENTICE)  
**Chief Judge:** Warren Stanley, Stanley Safety Solutions  
**Asst. Chief:** Jeff Padavick, Techline Inc.
- Event Summary:** Contestant will climb a 40' class 3 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 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/Equipt 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 is to safety off and assume 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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<b>Event Name:</b>	WRITTEN TEST (APPRENTICE)
<b>Chief Judge:</b>	Bobby Christmas, Guadalupe Valley EC John Green, New Braunfels Utilities Allen Howe, Schneider Engineering, Ltd.
<b>Judges:</b>	Terry Thornhill, TLT Construction
<b>Event Summary:</b>	The first Apprentice event consists of a written 50 question test from the <u>11th Edition</u> 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.
<b>Event Time:</b>	60 minutes
<b>Drop Dead Time:</b>	90 minutes
<b>Time starts:</b>	At judges' signal
<b>Time stops:</b>	When test is complete and turned in by apprentice.
<b>Tools required:</b>	N/A
<b>Tools/Equipt supplied:</b>	N/A
<b>Other Considerations:</b>	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.

**14th ANNUAL TEXAS LINEMAN RODEO****Event Name:** OBSTACLE POLE (JOURNEYMAN)**Chief Judge:** Greg Wolf, Bluebonnet EC**Event Summary:** The competitors will start at the bottom of the pole; each competitor will have to tie one of three knots to be revealed in their packets on Friday, July 16<sup>th</sup>. The knots will come out the 11<sup>th</sup> edition of the lineman's and cable man's handbook. The team will then change a pin and insulator, and fused cutout from one end of a 10' fiberglass crossarm to the other, opposite side. Then the competitors will climb to the top of a 40-3 wood pole and install a set of double 8' fiberglass "PUPI" crossarms**Event Time:** 20 Minutes**Drop Dead Time:** 25 Minutes**Time starts:** At judges' signal. Contestants will have 5 minutes for questions before time starts.**Time stops:** When groundsman 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.**The following instructions start at the bottom of the pole.****Step 1** Each competitor will have to tie 1 of 3 knots at the bottom of the pole.**Step 2** Climb approximately half way up a 40-3 pole and move a pin & insulator and cut out from one side of a 10' crossarm to the other, each item will be on opposite's sides of x-arm**Step 3** Then you need to climb to the top of pole and hang a set of double 8' fiberglass "PUPI" crossarm's hang arm in second hole down and the hole for the braces will be pre drilled (20 1/4 ' ) on each pole.**Step 4** After all these steps are complete the groundman will then call time, the climbers will have to remove the double crossarm's from pole before they come down. Each team will be judged until all members are on the ground and out of 10' painted circle.**Other considerations:** Climber may be requested to climb pole and repair improper installations.

Climbers shall not use any part of the crossarm, braces, or equipment as a handhold or step.

Washers shall be squared and nuts tight on DA bolt.

Leather gauntlet gloves are required to be on to remove or put on gaff guards

Gaff guards must be on before stepping out of 10' painted circle.

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<b>Event Name:</b>	SINGLE PHASE CAPACITOR CHANGE (JOURNEYMAN)
<b>Chief Judge:</b>	Danny Honeycutt, Farmers EC
<b>Event Summary:</b>	The competitors will change out a 50 kVAR single phase capacitor off of a 40-3 pole with (A-1) framing.
<b>Event Time:</b>	10 Minutes
<b>Drop Dead Time:</b>	15 Minutes
<b>Time starts:</b>	At judges' signal with climbers tooled up after 5 minute question period.
<b>Time stops:</b>	Climbers down, all tools on tarp, longstick collapsed and time called.
<b>Tools required:</b>	Climbing belt with safety strap and climbers (hooks), Hardhat, Safety glasses, Rubber gloves in bag, Leather work gloves with min. 2" gauntlet, Work boots, Gaff guards, handline, longstick and extendo stick. 2 guts and 1 split blanket. Stick bag. Grounding jumper (not homemade). Shunt (#6 sd copper).
<b>Tools/Equip supplied:</b>	10 X 12 Tarp
<b>Step 1</b>	Ground man to open cutout before pole is climbed.
<b>Step 2</b>	Simulate 5 minute drain time (verbally) before pole is being climbed.
<b>Step 3</b>	Climb pole and Install cover on neutral
<b>Step 4</b>	Remove source side jumper on cutout and pin back. Simulate voltage check (Verbally)..
<b>Step 5</b>	Ground, shunt and retire capacitor (lower via handline and bag).
<b>Step 6</b>	Groundman is to remove shunt, brush connections, reinstall shunt and sends up to be reinstalled.
<b>Step 7</b>	Journeyman is to remove shunt on capacitor and make all connections.
<b>Step 8</b>	Reinstall source side jumper on cutout, Remove cover up and descend pole.
<b>Step 9</b>	Groundman is to energize with rubber gloves away from body after both Journeyman have come down the pole and are on the ground.
<b>Step 10</b>	Time will be called verbally by groundman when stick has been collapsed all the way.
<b>Other Considerations:</b>	All connections to be brushed. Be verbal with communications. Climber/s may be requested to climb pole and repair improper installations. The bushing on the capacitor may not contact pole. Do not support capacitor by shunt or bushing.

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<b>Event Name:</b>	FLOATING PHASE AND NEUTRAL/CROSSARM CHANGE (JOURNEYMAN)
<b>Chief Judge:</b>	Tracy Adler, Navasota Valley EC
<b>Event Summary:</b>	The event structure consists of 1/0 single phase on an 8 foot fiberglass arm. Phase and neutral will be floating to represent a bad arm. Team will climb 40' class 3 pole, install single point ground set, and use sticks to tie in phase and neutral after changing crossarm. Rubber gloves will be required to install and remove grounds. Handline must be used to raise and lower all material and tools. Hand contact to phase is not allowed
<b>Event Time:</b>	25 Minutes
<b>Drop Dead Time:</b>	30 Minutes
<b>Time starts:</b>	At judges' signal with climbers tooled up after 5 minute question period.
<b>Time stops:</b>	At ground man's signal when climbers are safetied in a safe position below phase and tag is removed from pole.
<b>Tools required:</b>	Climbing belt with safety strap and climbers (hooks), Hardhat, Safety glasses, Rubber gloves in bag, Leather work gloves with min. 2" gauntlet, Work boots, Gaff guards, 15 kv voltage tester, telescoping hotstick, 8 foot shotgun stick, 8 foot tie sticks, wire brush, pole band, 2 ground jumpers (min. #2 AWG copper with Grounding Clamps), tag out pole sign
<b>Tools/Equipt supplied:</b>	All hardware and tie wire, 10 x 12 foot tarp.
<b>Step 1</b>	Tag out source pole to de-energize circuit. Check voltage and communicate to crew/judge. Install pole bracket and grounds on wire brushed conductor. Ground clamp jaws must also be brushed.
<b>Step 2</b>	Retire insulators to ground, then cross arm.
<b>Step 3</b>	Raise cross arm and install, then install pre tied insulators. Install ties with sticks. Work one conductor at a time.
<b>Step 4</b>	When ties are complete, remove grounds and send all material to be placed on tarp
<b>Step 5</b>	After ground man stops time, climbers will remove ties by hand, send them down on a handline, then come down pole.
<b>Other considerations:</b>	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. Deduction for any equipment off tarp when time starts or ends. Groundman must work outside 10' circle Both climbers cannot climb at same time

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<b>Event Name:</b>	600 AMP SWITCH CHANGE (JOURNEYMAN)
<b>Chief Judge:</b>	Artis Lawson Jr., College Station Utilities
<b>Event Summary:</b>	<u>This is a simulated 15 kV energized sticking event.</u> The event consists of bypassing a 600 amp knife blade switch, replacing switch, and installing jumpers with the use of a temporary bypass mechanical jumper with hot sticks. Structure is 40 foot class 3 wood pole with 2 phases on 8 foot cross arms, with lower neutral.
<b>Event Time:</b>	25 Minutes
<b>Drop Dead Time:</b>	30 Minutes
<b>Time starts:</b>	At judges' signal after tool up and 5 minute question period.
<b>Time stops:</b>	When second climber's last foot hits the ground.
<b>Tools required:</b>	Climbing belt with safety strap and climbers (hooks), Hardhat, safety glasses, Rubber gloves in a bag, leather gloves with minimum 2" gauntlet, work boots, Gaff guards, Handline, 8' Wire Holding stick, 8' Tie Stick, 8' disconnect stick, Stick or Nose bag, Line cover, Rubber Blankets with Pins, bypass jumper.
<b>Tools/Equipt supplied:</b>	Switch jumpers, connectors, 10' x 12' tarp. TLRA will also have a few bypass jumpers available for teams to use.
<b>Step 1</b>	First climber ascends, hangs handline and covers neutral. Handline can be hung above neutral from backside of pole.
<b>Step 2</b>	Second climber assumes work position, and temporary bypass jumper is installed. Open switch with proper stick. Remove jumper connections while maintaining positive control of jumpers. Jumpers may remain on switch.
<b>Step 3</b>	Cover primary being worked, then remove switch by hand. Groundman replaces jumpers and wire brushes connections. New switch is installed between existing marks on cross arm after conductor has been brushed.
<b>Step 4</b>	Remove cover and install jumpers with connectors between existing marks on conductor. Close switch and remove bypass jumper. Remove cover and descend pole.
<b>Step 5</b>	Place all equipment on tarp before last climber's second foot hits the ground.
<b>Other Considerations:</b>	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 Handline is only tool or equipment that can hang from pole or wire. Deduction for any other equipment off tarp when time ends.

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<b>Event Name:</b>	HURTMAN RESCUE (JOURNEYMAN AND APPRENTICE)
<b>Chief Judge:</b>	Larry Aguayo, CPS Energy
<b>Asst. Chief:</b>	Stacey Mayfield, BlueBonnet EC
<b>Event Summary:</b>	This event simulates the rescue of a hurt man safetied on a 40' wood pole with a 8' wood crossarm.
<b>Event Time:</b>	None
<b>Drop Dead Time:</b>	Exceeding 4 minutes to complete the event will result in a 10-point deduction.
<b>Time starts:</b>	At judges' signal with member standing an arm's length from pole
<b>Time stops:</b>	When manikin is on the ground and rope is slack
<b>Tools required:</b>	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.
<b>Tools/Equip supplied:</b>	Handline, Manikin with expendable inserts in safety strap.
<b>Step 1</b>	The lineman's belt and hooks will be lying on the ground an arm's length from the pole at the judges' signal. <b><u>Climber signals judge verbally to contact 911.</u></b> 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
<b>Step 2</b>	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
<b>Step 3</b>	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.
<b>Step 4</b>	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.
<b>Step 5</b>	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
<b>Step 6</b>	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).
<b>Step 7</b>	The groundman (using leather gloves) will assist in hanging the hurt man manikin for the next team.
<b>Other Considerations:</b>	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.