

LADWP
Lineman's Rodeo
May 18, 2024

TESLA'S VISION
OUR REALITY



LINEMAN'S
RODEO 2024

LINEMAN'S RODEO SCHEDULE

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

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

**8:30 – 9:00am
APPRENTICE QUIZ**

**10:00AM – 2:00PM
FACE PAINTING, ROCK WALL, PETTING ZOO, MAGICIAN**

**10:00AM – 2:00PM
FOOD SERVED**

**2:00PM
END OF COMPETITION**

**2:30PM
AWARDS CEREMONY**

NOTICE

All rodeo participants will be required to use a Wood Pole Fall Restriction Device (WPFRD) from ground to ground in every event. Examples of WPFRDs are Buckingham BuckSqueeze and/or SuperSqueeze, DBI-Sala Cynch-Lok, Bashlin Patriot, Jelco Pole Choker or another similar device. The WPFRD needs to be in proper adjustment at all times and used according to the manufacturer's literature. All contestants will have a second safety for transitioning over obstacles. The second safety does not have to be a WPFRD. However, any work being performed on the pole must be done while in the WPFRD.

On each event, the contestants must belt-off prior to gaffing with both feet in the pole. When climbing past an obstacle, a second positioning strap must be used. The climber must secure the second positioning strap before un-clipping the WPFRD. Contestants must have at least one foot on the ground prior to un-belted at the base of the pole. Failure to follow these climbing guidelines will result in a two-point deduction for each occurrence. We thank you for your cooperation and participation, and look forward to seeing you at the competition.

The LADWP Lineman's Rodeo Committee

Judging and Scoring

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

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

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

Teams

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

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

Apprentice - One apprentice of any level.

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

<u>TEAM #'S</u>	<u>11 - 41</u>	<u>JOURNEYMAN TEAMS</u>
<u>TEAM #'S</u>	<u>101 - 151</u>	<u>APPRENTICE TEAM</u>

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Journeyman Events

4160V 600A Switch Change

12KV Switch Change

4.8KV Dead-End Change

Hurtman Rescue

Pole Climb

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

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

A	B	C	D	E
4160V 600A Switch Change	Pole Climb	Hurtman	4.8KV Dead-End Change	12KV Switch Change
12KV Switch Change	4160V 600A Switch Change	Pole Climb	Hurtman	4.8KV Dead-End Change
4.8KV Dead-End Change	12KV Switch Change	4160V 600A Switch Change	Pole Climb	Hurtman
Hurtman	4.8KV Dead-End Change	12KV Switch Change	4160V 600A Switch Change	Pole Climb
Pole climb	Hurtman	4.8KV Dead-End Change	12KV Switch Change	4.160V 600A Switch Change

Each group will consist of a maximum of seven teams. At the start of the Rodeo, all teams will report to their starting event. At the completion of an event, they will have 20 minutes to report to their next scheduled event or receive a 2-point deduction.

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FAILURE TO REGISTER AT THE TEAMS FIRST EVENT WITHIN 20 MINUTES WILL RESULT IN A TWO POINT DEDUCTION.

Apprentice Events

*Apprentice Quiz
Obstacle Course
Parallel Open Wire
Hurtman Rescue
Pole Climb*

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

A	B	C	D
Parallel Open Wire	Pole Climb	Hurtman	Obstacle Course
Obstacle Course	Parallel Open Wire	Pole Climb	Hurtman
Hurtman	Obstacle Course	Parallel Open Wire	Pole Climb
Pole climb	Hurtman	Obstacle Course	Parallel Open Wire

Each group will consist of a maximum of twelve Apprentices'. At the start of the Rodeo, all Apprentices' will report directly to the "Apprentice Quiz" venue. At the completion of each event, they will have 20 minutes to report to their next scheduled event or receive a 2-point deduction.

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Scoring

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

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

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

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

In the event a team goes beyond the "mean time," they will receive a 2-point deduction. There will be a "drop dead" time five minutes beyond the mean time in each event, at which time the event will be stopped and the team will restore the construction to its original condition. At this point the team will receive an additional 2-point deduction for exceeding the "drop dead" time in addition to any deductions they may incur while restoring the event.

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

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Judging

At each event station the head judges will explain the event and basic guidelines. Prior to beginning an event, each team will have 5 minutes in which to ask additional questions and prepare tools and materials for the event. At the end of the 5 minute "prep" time, the team will be asked to stop what they are doing immediately and prepare to start the event. Any preparations not completed in the five minutes must be done on the clock, including putting on tools. The event will start at the judge's mark and finish after the last team member has reached the ground (or designated pole position) and a member of the team calls time.

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

Contesting a Call

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

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

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Infractions

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

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

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

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

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

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

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

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

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

General Infractions

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

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

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

No Gaff Guards - Climbers must have gaff guards on at all times. The only exception is when tools are being set up for hurtman rescue or within the designated circle at the base of each event pole.

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

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

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

Abuse of the Judge - Excessive arguing with or use of coarse language towards a judge.

Clothing Infractions

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

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

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

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

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

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

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

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

Working Infractions

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

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

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

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

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

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

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

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

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

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

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

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

Incorrect Safety - If the contestant works in the incorrect safety. E.g. works in a positioning strap instead of full fall protection.

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

Climbing Infractions

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

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

Unbelting - The competitors must remain belted to the pole at all times. Not following the correct procedure for full fall arrest climbing.

Incorrect Adjustment or Use of Safety - The competitor does not have the fall protection set correctly rendering it inoperable during a fall.

Hot Sticking

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

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

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

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

Note: A journeyman may hold a stick against or upon his body as long as primary control is maintained by his/her hand and they don't infringe on the minimum approach distance.

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JOURNEYMAN EVENT

12kV SWITCH CHANGEOUT

Meantime: 10 minutes

This will be a simulated 12kV hot stick event. This event consists of two #2 ACSR conductors dead-ended back to back in the pole position. A 300 amp disconnect will be pole mounted 19" below the dead-ends. The switch will be tapped to the conductor using hot line clamps on #4 cu jumpers. A system neutral will be located 4' below the switch on the opposite side of the pole. The linemen must first cover the neutral conductor, and then bypass the switch using the insulated jumper with hot clamps. Once the temporary jumper is installed, the linemen must then remove the disconnect and send it to the ground where the groundman will replace the leads. The linemen will then re-install the switch, remove the temporary jumper and remove the rubber goods from the neutral. Time stops when the last lineman touches the ground and the team calls time.

- *Rubber gloves will be required ground to ground.*
- *Tools and material may be placed in bags during five-minute prep time.*
- *Journeyman may not do groundwork with tools on.*
- *Time starts at the judge's signal.*
- *Linemen may not belt above neutral until it is covered.*
- *Linemen must maintain a minimum 25" clearance from all energized conductors and equipment.*
- *The covered mechanical jumper must be installed before replacing the switch.*
- *Hot line clamps will be re-used*
- *All tools and materials must be on the tarp before time is called.*

Tool and Material Provided

2 - Guts

1 - Split Blanket

1 - Nosebag

2 - Gut bag

2- #4 Cu Jumpers

2 - Shotgun hot sticks

2 - Clothes Pins

1 - Mechanical Jumper w/ hot line clamps

1 - Handline w/ molly

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JOURNEYMAN EVENT

4160v WYE DEAD-END SWITCH CHANGE

Meantime: 12 minutes

This will be a simulated 4160v rubber glove event. This event consists of one 6' fiberglass cross arm supporting a single phase 3/0 ACSR dead-ended on a 600amp dead-end switch and a #2 ACSR neutral top tied on a P&I at the opposite end of the arm. The object is to replace the dead-end switch while maintaining continuity of service by using a mechanical jumper.

- *Rubber gloves will be required ground to ground.*
- *Tools and material may be placed in bags during five-minute prep time.*
- *Journeymen may not do groundwork with tools on.*
- *Time starts at the judge's signal.*
- *The neutral must be covered prior to working on the dead-end switch.*
- *The mechanical jumper may not be laid on the arm.*
- *Switch leads must be removed from the line conductor and remain attached to the switch.*
- *Time stops when the last lineman touches the ground and the team calls time.*
- *All tools and materials must be on the tarp before time is called.*

Tools and Materials Provided

<i>1 - Gut bag</i>	<i>1 - Arm grommet</i>
<i>4 - Guts</i>	<i>1 - Mechanical Jumper</i>
<i>1 - Pin hood</i>	<i>1 - Nosebag</i>
<i>1 - Blanket</i>	<i>1 - 600-amp dead-end Switch with</i>
<i>1 - AB Chance hot hoist</i>	<i>pre-installed jumpers</i>
<i>1 - Bare wire grip</i>	<i>1 - Wire brush</i>
<i>2 - Clothes pins</i>	<i>1 - Handline w/Bashlin hook</i>

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JOURNEYMAN EVENT

DEAD END CHANGE

Meantime: 10 minutes

This event will consist of 2 - 3/0 ACSR phases dead ended back-to-back at "C" position on a set of 10ft fiberglass double arms (no braces) with over-the-arm jumpers. The circuit will be considered de-energized. Conductors will be considered as though EPZ grounds have been installed. All the dead-end insulators will be replaced.

- *Tools and material may be placed in bags during five-minute prep time.*
- *Journeymen may not do groundwork with tools on.*
- *Time starts at the judge's signal.*
- *All cotter keys must face towards the pole.*
- *Time stops when the last lineman touches the ground and the team calls time.*
- *All tools and materials must be on the tarp before time is called.*

Tools and Materials Provided

- 1 - Handline w/Bashlin hook
- 1 - Nose bag
- 2 - Wire grip medium
- 2 - AB Chance hot hoist
- 2 - Arm grommet
- 4 - Poly Dead end insulator

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JOURNEYMAN EVENT

HURTMAN RESCUE

Meantime: 4 minutes

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

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JOURNEYMAN EVENT

POLE CLIMB

- *This will be a 2-climber timed team event.*
- *Any deductions will be added together and deducted from the 100 points available for a final team score.*
- *Work gloves with a gauntlet must be worn.*
- *The nosebags provided shall be used to carry the egg via the climber's mouth.*
- *No padding is allowed in the bag.*
- *No climber will be allowed to start with their safety strap around the pole or in their hand and safety straps shall be used via the manufacturer's recommendations.*
- *The safety straps being used **shall** be adjusted prior to any work being performed at the top of the pole and adjusted accordingly per the manufacturer's recommendations.*
- *Time starts at the judge's signal with climber 1 an arm's length from the pole.*
- *The first climber will carry the egg up the pole in the nosebag provided, discard the existing nosebag hanging at the top and yell out "headache" or "in the hole". The discarded nosebag **must** fall within the circle directly below the pole.*
- *Climber 1 is to place the egg in their mouth, hang the new nosebag and climb down under control.*
- *Once climber 1 is on the ground, unbelted and clear of the pole climber 2 will then belt off, ascend the pole, and repeat the same process as climber 1.*
- *Time will stop and be recorded after the second climber's first foot hits the ground. This will be the team's time for the event.*
- *Both eggs will be inspected at this time.*
- ***Any** damage to each egg is a 10-point deduction per egg.*
- *No skip stepping, hot dogging or free falling is allowed. (See climbing infractions for definition).*
- *If the egg falls at any time the team is encouraged to continue the event to receive a final team score.*
- *Gaff guards shall be installed on gaffs outside of the circle area directly below the event poles.*

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APPRENTICE QUIZ

Meantime: 15 minutes

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

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

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APPRENTICE EVENT

SECONDARY PARALLEL

Meantime: 12 minutes

The objective of this event will be to parallel 2 secondary circuits across a set of Johnny balls (insulated secondary breakers). The secondaries will be #4 cu solid wire dead ended in Horizontal construction on a set of 10-foot double crossarms with a v-brace. The apprentice will ascend the pole, and after taking the minimum number of reads to parallel the circuits, will parallel the circuits using the jumpers and connectors provided. After the apprentice installs the jumpers, they will then descend below the white line and call time. The event will be restored off the clock while still being judged.

- *Tools and/or materials may be placed in bags prior to the start of the event.*
- *Apprentices may not do groundwork with tools on.*
- *Time starts at the judge's signal.*
- *Apprentice will call out reads.*
- *Minimum number of reads is 10 unless the apprentice ends on a zero read.*
- *Connectors must be installed so that tools will not conflict with the wire.*
- *Connectors must be backed up during installation and removal.*
- *Control of hot jumpers must be maintained at all times.*
- *Time stops when the apprentice's belt is below the white line.*

Tools and Materials Provided

- 1 - Handline w/Bashlin hook
- 1 - Nose bag
- 1 - 1 Secondary meter
- 4 - Split bolt connectors
- 2 - #4 Sol Cu jumpers

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APPRENTICE EVENT

OBSTACLE COURSE

Meantime: 15 minutes

The apprentice will climb to the cross arm (10' fiberglass) and remove the crossarm and hardware and install it on the opposite side of the pole. The apprentice will climb over cross arm and proceed to the 3-spool extended rack. The apprentice will remove the 3-spool extended rack and hardware and install it on the opposite side of the pole. The apprentice will climb over the 3-spool extended rack and continue to the streetlight. The apprentice will replace the photocell on the streetlight and test for proper installation. After completing the final task, the apprentice will descend the pole and time will stop when the apprentice touches the ground and calls time.

- *Apprentice may not do groundwork with tools on.*
- *Time starts at the judge's signal.*
- *The apprentice must be belted with a fall restraint belt prior to ascending or descending the pole.*
- *Time stops when the apprentice touches the ground and calls time.*

Tools and Material Provider

- 1 - Additional positioning strap*
- 1 - Photo electric cell*

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APPRENTICE EVENT

HURTMAN RESCUE

Meantime: 4 minutes

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

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APPRENTICE EVENT

POLE CLIMB

- *Work gloves with a gauntlet must be worn.*
- *The nosebag provided shall be used to carry the egg via the Climber's mouth.*
- *No padding is allowed in the bag.*
- *The climber will not be allowed to start with their safety strap around the pole or in their hand and safety straps shall be used via the manufacturer's recommendations.*
- *The safety straps being used **shall** be adjusted prior to any work being performed at the top of the pole and adjusted accordingly per the manufacturer's recommendations.*
- *Time starts at the judge's signal with the climber an arm's length from the pole.*
- *The climber will carry the egg up the pole in the nosebag provided, discard the existing nosebag hanging at the top and yell out "headache" or "in the hole". The discarded nosebag **must** fall within the circle directly below the pole.*
- *The climber is to place the egg in their mouth, hang the new nosebag and climb down under control.*
- *Time will stop and be recorded after the climbers first foot hits the ground.*
- *The egg will be inspected at this time.*
- *Any damage to the egg is a 10-point deduction.*
- *No skip stepping, hot dogging or free falling is allowed. (See climbing infractions for definition).*
- *If the egg falls at any time the climber is encouraged to continue the event to receive a final score.*
- *Gaff guards shall be installed on gaffs outside of the circle area directly below the event poles.*