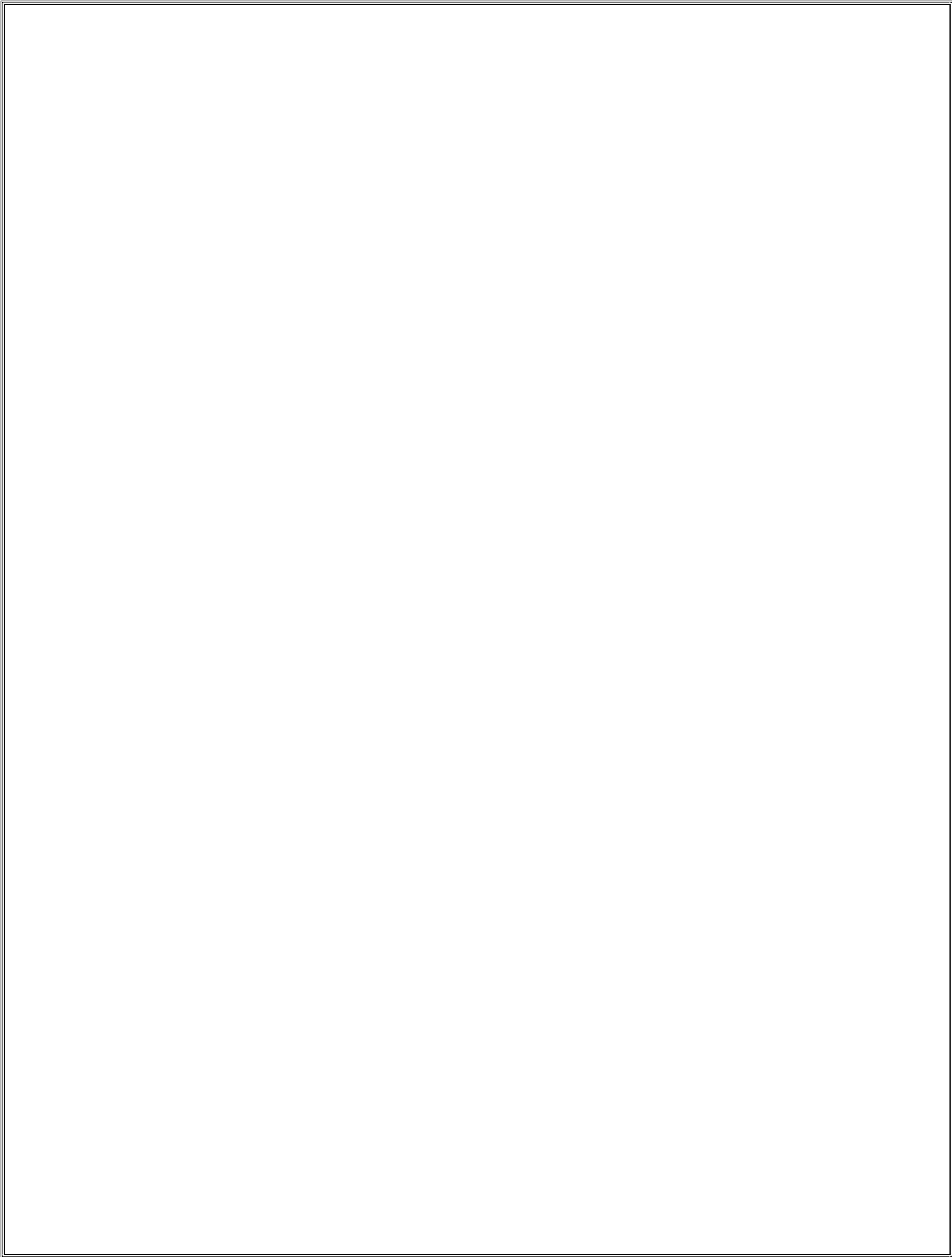


LADWP  
Lineman's Rodeo  
May 17, 2025



RODEO  
2025





# **LINEMAN'S RODEO SCHEDULE**

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

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

**8:30AM – 9:00AM  
APPRENTICE QUIZ**

**9:00AM – 1:00PM  
FACE PAINTING, ROCK WALL, PETTING ZOO, SCIENCE FAIR**

**9:00AM – 1:00PM FOOD  
SERVED**

**2:00PM  
END OF COMPETITION**

**2:30PM  
AWARDS CEREMONY**



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.*

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

# LADWP/ IBEW LOCAL 18 LINEMAN'S RODEO

## Journeyman Events

*4.8KV Crossarm Change*

*16KV Insulator Change*

*4.8KV Jumper 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:*

<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
4.8KV Crossarm Change	Pole Climb	Hurtman	4.8KV Jumper Change	16KV Insulator Change
16KV Insulator Change	4.8KV Crossarm Change	Pole Climb	Hurtman	4.8KV Jumper Change
4.8KV Jumper Change	16KV Insulator Change	4.8KV Crossarm Change	Pole Climb	Hurtman
Hurtman	4.8KV Jumper Change	16KV Insulator Change	4.8KV Crossarm Change	Pole Climb
Pole climb	Hurtman	4.8KV Jumper Change	16KV Insulator Change	4.8KV Crossarm 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  
Insulator Change  
Obstacle Course  
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
Insulator Change	Pole Climb	Hurtman	Obstacle Course
Obstacle Course	Insulator Change	Pole Climb	Hurtman
Hurtman	Obstacle Course	Insulator Change	Pole Climb
Pole climb	Hurtman	Obstacle Course	Insulator Change

*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** by 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 its 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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Hanging sticks from conductor - Sticks must be stored in the bags provided and sent up or down handline on an open hook.

## **10 Point Deductions**

Contact with Phases - Any physical bodily contact with uncovered phases.

Falls - A fall is when after "cutting out" a competitor lands on the ground.

Throwing Objects - Any time materials are deliberately thrown or dropped off the pole will receive a 10-point deduction.

Working Opposite Phases - Journeymen may not work opposite phases or the neutral and a primary phase at the same time. Journeyman may install cover, connectors and jumpers simultaneously on the same phase.

Losing Control of Conductor - Dropping or losing control of the conductor to where it contacts the pole, equipment or other conductor.

Improper Jumper Procedure - Failure to correctly install mechanical jumpers to the line resulting in loss of continuity.

Climbing Order - The first journeyman up the pole must be stopped and the handline secured prior to the second journeyman climbing up the pole.

## **Disqualification**

Arguing - Continued debate after the Master Judge has rendered a decision.

Illegal Substitution - Any rotation of climbers or substitution without expressed permission from the master judge.

Cheating - Any form of cheating or glove modification.

Sabotage - Any attempt to alter or sabotage an event or tools for a successive team.

Unsportsmanlike Conduct - Behavior deemed offensive threatening or otherwise unacceptable.

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**NOTE:** Any questions on other possible deductions should be asked during the five-minute preparation time prior to the start of each event.

## **Tools and Materials**

Team members are required to bring their own climbing tools and personnel protective equipment. All tools specific to an individual event will be provided. While there will not be a formal tool inspection, teams will be subject to deductions for all modifications or improper use of personal tools.

**NOTE:** The use of battery powered tools will not be permitted.

**NOTE:** Only leather lineman's gloves with a gauntlet will be permitted for pole climbing.

While every effort has been made to make these rules and guidelines as concise and comprehensive as possible, changes and discrepancies may occur prior to the start of the rodeo. Please accept our apologies in advance and our thanks for your participation and cooperation in making this a fun day for all concerned.

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## JOURNEYMAN EVENT 4.8KV CROSSARM CHANGE

*Meantime: 10 minutes*

*This event consists of single 4.8KV three phase circuit located at the top of the pole. The circuit will be 3/0 ACSR with two phases supported on 10ft fiberglass cross arms at C position (C being the farthest position from the pole) and the third on a ridge pin at the pole position. The event will be a simulated 4.8KV, rubber glove event and will involve the replacement of the cross arm. After covering the conductors, the Journeyman will install the conductor gin above the arm and secure the two outside phases in the gin's saddles. The arm will then be replaced with a new one and conductors will need to be secured in the Hendrix insulators.*

- *Rubber gloves will be required ground to ground.*
- *25" working distance must be maintained from all exposed conductors and any unprotected parts of the body.*
- *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.*
- *Journeymen must be belted before climbing.*
- *Handline may be hung on the arm.*
- *All lower phases must be covered before replacing arm.*
- *The phases must be secured in the Hendrix insulator - a hand tool must be used to achieve proper tightness.*
- *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  
1 - Conductor Gin  
1 - Whoopie Sling  
2 - Gut Bags  
1 - Nosebag*

*6 - Rubber Guts  
3 - Rubber Blankets  
2 - Pins and Insulators  
1 - 10' Fiberglass Crossarm  
2 - 5/8" Bolts w/ Square Washers*



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## JOURNEYMAN EVENT SUSPENSION INSULATOR CHANGE

*Meantime:15 minutes*

*This will be a hot stick event and will involve the replacement of a suspension insulator on a simulated three phase 16 KV primary circuit. The event will consist of three 3/0 ACSR phases, two suspended at opposite ends of a 10 ft crossarm and a third on a ridge pin at pole position. Only one of the insulators at the end of the crossarm must be replaced.*

- *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.*
- *Handline may be hung on the arm but a working distance of 31" must be maintained to all uncovered conductors.*
- *The top phase must be covered before working on the insulator change.*
- *The conductor must be securely held before loosening the clamp.*
- *The conductor must have two points of contact when moved.*
- *The tag line must be tied off to the temp guy anchor while the insulator is being changed.*
- *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  
1 - Hot stick bag  
1 - Screw-in anchor (Pre-installed)  
1 - Nosebag  
1 - Insulator  
1 - Pig tail link stick w/tag line  
1 - Universal stick w/ratchet & Socket.

4 - Hard Covers  
1 - Clamp Stick

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## JOURNEYMAN EVENT

### 4.8 kV Open Jumper

Meantime: 8 minutes

*This will be a simulated 4.8kV rubber glove event. A three-phase circuit with #2 ACSR will be double dead-ended with over-the-arm jumpers supported by Hendrix polymer clamp-top insulators on a single 10' fiberglass cross arm at "C" "A" and "C" positions at the top of the pole. The "C" position jumper that is on the same side of the crossarm as the "A" position jumper, will be damaged and open. The circuit load must be picked up using a "Shotgun Mack". The open jumper must be replaced, and the "Shotgun Mack" removed.*

- *Rubber gloves will be required ground to ground.*
- *Tools and material may be placed in bags during five-minute prep time.*
- *Time starts at the judge's signal.*
- *25" working distance must be maintained from all exposed conductors.*
- *All connection points must be cleaned using a wire brush.*
- *The lineman operating the "Shotgun Mack" must yell "Coming Hot!" immediately before closing the "Shotgun Mack".*
- *The over-the-arm jumper must be properly secured by the Hendrix insulator.*
- *Permanent connectors must be replaced, and hand tools must be used when tightening.*
- *The Shotgun Mack must have sufficient tightness before it is operated.*
- *All tools and materials must be on the tarp before time is called.*
- *Time stops when both lineman's feet are below the white line and the team calls time.*
- *When the time is stopped, the team will continue to be scored until the event is restored to its original condition.*

### Tools and Materials Provided

2 - Line hose  
3 - Blankets  
6 - Clothes pins  
1 - Gut bag  
2 - Wire Brush  
2 - #2 bi-metal connector

1 - Nose bag  
1 - Shotgun Mack  
1 - ACSR jumper  
1 - Hand line

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## JOURNEYMAN EVENT

### HURTMAN RESCUE

*Meantime: 4 minutes*

- *Time starts at the judge's signal with the journeyman an arm's length from the pole.*
- *The journeyman's tools must be at least an arm's 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 climbers 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.

# LADWP/ IBEW LOCAL 18 LINEMAN'S RODEO

## 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 on paper with pencils. Each apprentice will have an assigned judge to record their start and stop time. 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 as many participants possible 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.*



# LADWP/ IBEW LOCAL 18 LINEMAN'S RODEO

## APPRENTICE EVENT INSULATOR CHANGE

**Meantime: 10 minutes**

*This event is a simulated energized 120v/240v circuit and will consist of 3 #4 CU phases dead ended back-to-back on a set of 10ft fiberglass double arms (no braces) with over-the-arm jumpers. Both of the C position dead-end insulators must be replaced.*

- *Rubber gloves will be required ground to ground.*
- *Tools and material may be placed in bags during five-minute prep time.*
- *Groundwork with tools on is not allowed.*
- *Time starts at the judge's signal.*
- *The apprentice must use rigging to take up tension on the conductors while changing the insulators.*
- *The apprentice must follow all safety standards while climbing and working on and around conductors energized at 120v/240v.*
- *No tools or materials are allowed to be stored in the mouth.*
- *Time stops when the apprentice touches the ground and calls time.*

### Tools and Materials Provided

- 1 - Handline*
- 1 - Nose bag*
- 2 - Wire grips (small)*
- 2 - Sets of "Slack Blocks"*
- 2 - Arm grommets (1" web sling)*
- 2 - Dead end insulators*

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# **LADWP/ IBEW LOCAL 18 LINEMAN'S RODEO**

## **APPRENTICE EVENT**

### **OBSTACLE COURSE**

**Meantime: 12 minutes**

*The apprentice will have to transfer each item from one end of the crossarm to the other at each level. At the first arm (10' Fiberglass) the task is to tie a clove hitch outside of the red tape mark with the rope provided. At the next arm (12' Fiberglass), the apprentice will remove the P&I and install it in C phase position on the opposite end of the arm. At the next arm (10' Fiberglass), the apprentice will remove the switch door and install it in the switch on the opposite end of the crossarm. At the next top arm (12' Fiberglass), the apprentice will remove a connector from a conductor on C position and install the connector on the conductor at C position on the opposite side of the arm. After the final task has been completed 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.*
- *Apprentice must be belted prior to ascending pole and must be belted at all times.*
- *There will be a 10-point deduction for each task that was not completed.*
- *Time stops when the Apprentice touches the ground and calls time.*

### **Tools and Material Provider**

*1 - Additional positioning strap*

*1 - 4/0 KVS*

# *LADWP/ IBEW LOCAL 18 LINEMAN'S RODEO*



# LADWP/ IBEW LOCAL 18 LINEMAN'S RODEO

## APPRENTICE EVENT

### HURTMAN RESCUE

**Meantime: 4 minutes**

- Time starts at the judge's signal with the apprentice an arm's length from the pole.
- The apprentice's tools must be at least an arm's 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.

# LADWP/ IBEW LOCAL 18 LINEMAN'S RODEO

## 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.