

LADWP
Lineman's Rodeo
April 30, 2016



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
BALLOONS AND FACE PAINTING**

**10:00AM – 2:00PM
FOOD SERVED**

**2:00PM
END OF COMPETITION**

**2:30PM
AWARDS CEREMONY**

NOTICE

All rodeo participants will be required to remain belted to the pole from ground to ground in every event. This not only reflects DWP policies but an industry trend toward increased Climbing safety.

On each event, the contestants must belt-off prior to gaffing with both feet in the pole. Once belted, the contestants may then climb in any manner comfortable to them. When a climber approaches an obstacle they must climb past, a second positioning strap must be used. The climber must secure the second positioning strap before un-clipping the first positioning strap. Contestants must have at least one foot on the ground prior to un-belting at the base of the pole. Additional positioning straps will be provided at all events that require double belting. Climbers may use their own positioning straps if they so choose, provided they have been approved for use by the LADWP safety section. 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

TEAM ENTRY FORM

LADWP/ IBEW LOCAL 18 LINEMAN'S RODEO
April 30, 2016 - LOS ANGELES, CALIFORNIA

PLEASE TYPE OR PRINT

JOURNEYMAN #1 NAME _____ PHONE () _____
ADDRESS _____ CITY _____ STATE _____ ZIP _____

JOURNEYMAN #2 NAME _____ PHONE () _____
ADDRESS _____ CITY _____ STATE _____ ZIP _____

GROUNDMAN NAME _____ PHONE () _____
ADDRESS _____ CITY _____ STATE _____ ZIP _____

EMPLOYER/LOCAL UNION # _____

LOCATION _____

PLEASE RETURN ALL ENTRY FORMS AS SOON AS POSSIBLE TO:

david.donovan@ladwp.com

or

LOS ANGELES WATER AND POWER
POWER DISTRIBUTION TRAINING CENTER
11760 Truesdale Street Sun valley, California 91352
ATTENTION: Dave Donovan

IF YOU HAVE ANY QUESTIONS, PLEASE CALL Dave Donovan (818) 771-4884 or Ed Slattery (818) 771-4839
or FAX to (818) 771-4887.

I UNDERSTAND THAT ALL HOOKS, BELTS, AND HAND TOOLS FURNISHED BY MYSELF SHALL BE IN SAFE OPERATING CONDITION.

SIGNATURE, JOURNEYMAN #1: _____

SIGNATURE, JOURNEYMAN #2: _____

SIGNATURE, GROUNDMAN: _____

ALL PARTICIPANTS WILL BE REQUIRED TO SIGN A RELEASE OF LIABILITY BEFORE PARTICIPATING IN THE RODEO, RELEASING THE LADWP RODEO AND THEIR SPONSORS FROM ANY RESPONSIBILITY FOR INJURIES INCURED DURING THE COMPETITION.

APPRENTICE ENTRY FORM

LADWP/ IBEW LOCAL 18 LINEMAN'S RODEO
April 30, 2016 - LOS ANGELES, CALIFORNIA

PLEASE TYPE OR PRINT

APPRENTICE #1 NAME _____ PHONE () _____

ADDRESS _____ CITY _____ STATE _____ ZIP _____

EMPLOYER/LOCAL UNION # _____

LOCATION _____

PLEASE RETURN ALL ENTRY FORMS AS SOON AS POSSIBLE TO:

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or

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JUDGES FORM

LADWP/ IBEW LOCAL 18 LINEMAN'S RODEO
April 30, 2016 - LOS ANGELES, CALIFORNIA

PLEASE TYPE OR PRINT

JUDGE #1 NAME _____ PHONE () _____

ADDRESS _____ CITY _____ STATE _____ ZIP _____

JUDGE #2 NAME _____ PHONE () _____

ADDRESS _____ CITY _____ STATE _____ ZIP _____

JUDGE #3 NAME _____ PHONE () _____

ADDRESS _____ CITY _____ STATE _____ ZIP _____

EMPLOYER/LOCAL UNION # _____

LOCATION _____

PLEASE RETURN JUDGES FORM AS SOON AS POSSIBLE TO:

ed.slattery@ladwp.com

or

LOS ANGELES WATER AND POWER
POWER DISTRIBUTION TRAINING CENTER
11760 Truesdale Street Sun valley, California 91352
ATTENTION: Ed Slattery

IF YOU HAVE ANY QUESTIONS, PLEASE CALL Dave Donovan (818) 771-4884 or Ed Slattery (818) 771-4839
or FAX to (818) 771-4887.

I UNDERSTAND THAT ALL VOLUNTEER JUDGES MUST BE CERTIFIED JOURNEYMAN LINEMAN OR ABOVE

SIGNATURE, JUDGE #1: _____

SIGNATURE, JUDGE #2: _____

SIGNATURE, JUDGE #3: _____

LADWP/ IBEW LOCAL 18 LINEMAN'S RODEO

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 our skills and abilities performing with pride for friends and family in our 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-five team limit for journeyman events and a forty four team 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 - Each team will consist of two apprentices of any level. Single apprentices may pair up to compete on the day of the Rodeo but no apprentices will be allowed to compete individually.

NOTE: *Apprentices can only compete on one team 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 - 46</u>	<u>JOURNEYMAN TEAMS</u>
<u>TEAM #'S</u>	<u>101 - 144</u>	<u>APPRENTICE TEAM</u>

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Journeyman Events

*4.8 kV Crossarm Change
4.8 kV Dead-end Change
16kV Suspension Insulator 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
Insulator	Pole Climb	Hurtman	Dead-end Change	Crossarm
Crossarm	Insulator	Pole Climb	Hurtman	Dead-end Change
Dead-end Change	Crossarm	Insulator	Pole Climb	Hurtman
Hurtman	Dead-end Change	Crossarm	Insulator	Pole Climb
Pole climb	Hurtman	Dead-end Change	Crossarm	Insulator

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.

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Apprentice Events

*Apprentice Quiz
Secondary Parallel
Shorts and Grounds
Hurtman Rescue
Pole Climb*

Following the "Apprentice Quiz," teams will be divided into four groups and compete in each of the practical events according to their pre-determined rotation.

As each team 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	Pole Climb	Hurtman	Grounds
Grounds	Parallel	Pole Climb	Hurtman
Hurtman	Grounds	Parallel	Pole Climb
Pole climb	Hurtman	Grounds	Parallel

Each group will consist of a maximum of eleven teams. At the start of the Rodeo, all teams 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.

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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 as in the past. 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 it's original condition. At this point the team will receive an additional 2-point deduction for exceeding the "drop dead" time.

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.*

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

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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.

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

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 in 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.

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

Working Infractions

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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 or body will result in a deduction.

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.

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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.

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.

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

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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.

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

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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 will consist of two 4.8KV three phase circuits on separate cross arms. One circuit will be located at the top of the pole the second will be four foot below. Both circuits will be #2 ACSR and supported on 10ft fiberglass cross arms with two conductors at A and C position on one side of the pole and C on the other (C being the farthest position from the pole). The event will be a simulated 4.8KV, rubber glove event and will involve the replacement of the lower cross arm. After covering all conductors of the bottom circuit, the Journeyman will secure them to the top arm using the $\frac{1}{2}$ " slings provided. The bottom arm will then be replaced with a new one and conductors tied back in.

- *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.*
- *Journeyman may not do groundwork with tools on.*
- *Time starts at the judge's signal.*
- *Journeyman must be belted before climbing.*
- *Handline may be hung on the arm.*
- *All lower phases must be covered before replacing arm.*
- *The phases will be tied in using a standard aluminum tie (example provided).*
- *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 - Gut bag

6 - Rubber guts

3 - $\frac{1}{2}$ " rope slings

3 - Pins and Insulators

1 - 10' Fiberglass crossarm

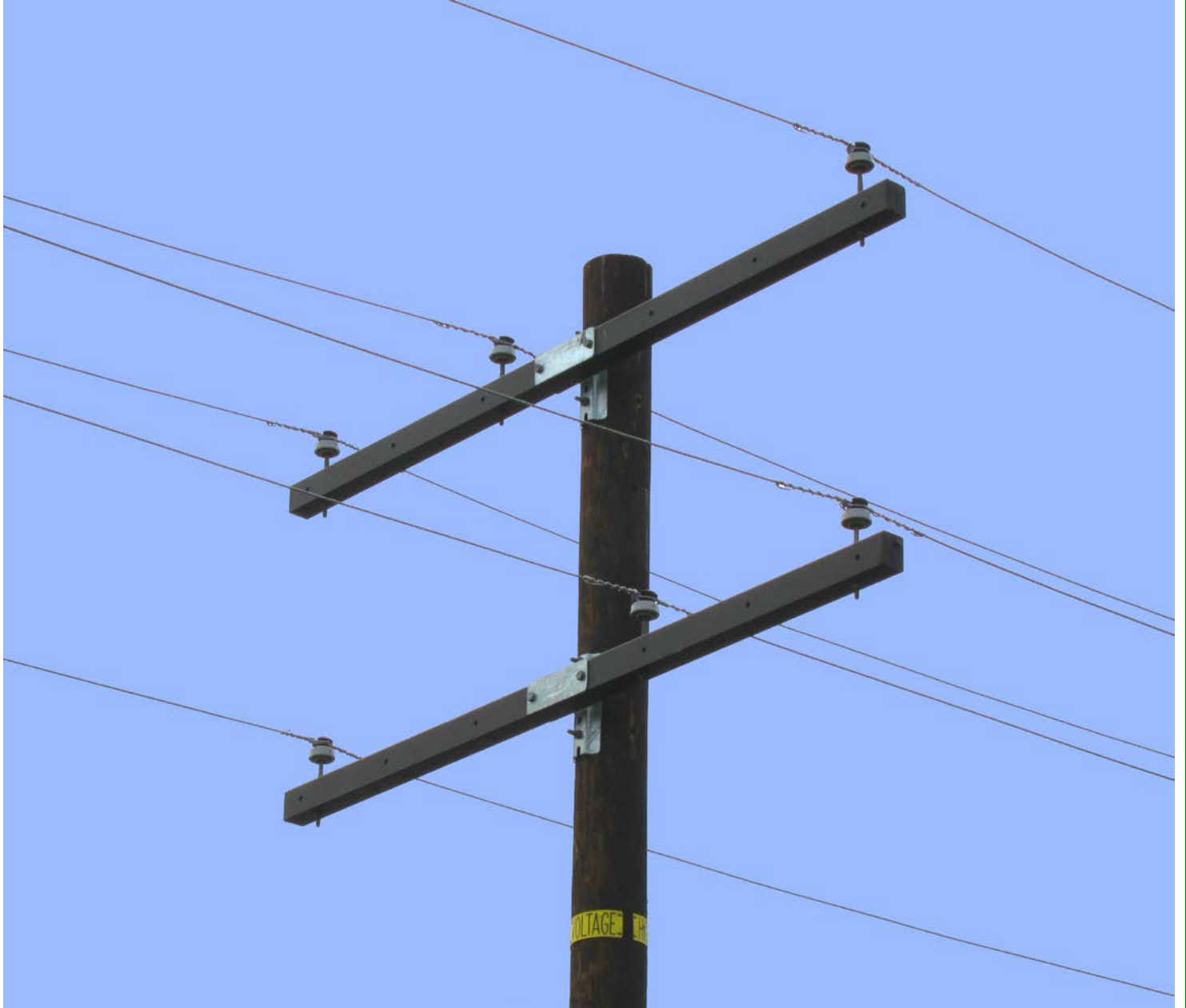
2 - 5/8" Thru-bolts w/ square washers

1 - Nosebag

3- #4 Aluminum tie wires

1 - Pin tie wire example

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JOURNEYMAN EVENT

3/15/2016

LADWP/ IBEW LOCAL 18 LINEMAN'S RODEO

4.8 kV DEAD-END CHANGEOUT

Meantime: 12 minutes

This will be a simulated 4.8kV rubber glove event. A 3 phase circuit will be dead-ended on a single 10' fiberglass cross arm at "C" and "C" position with the third at the pole position. After covering the center conductor, the Journeymen will change out both outside dead-ends.

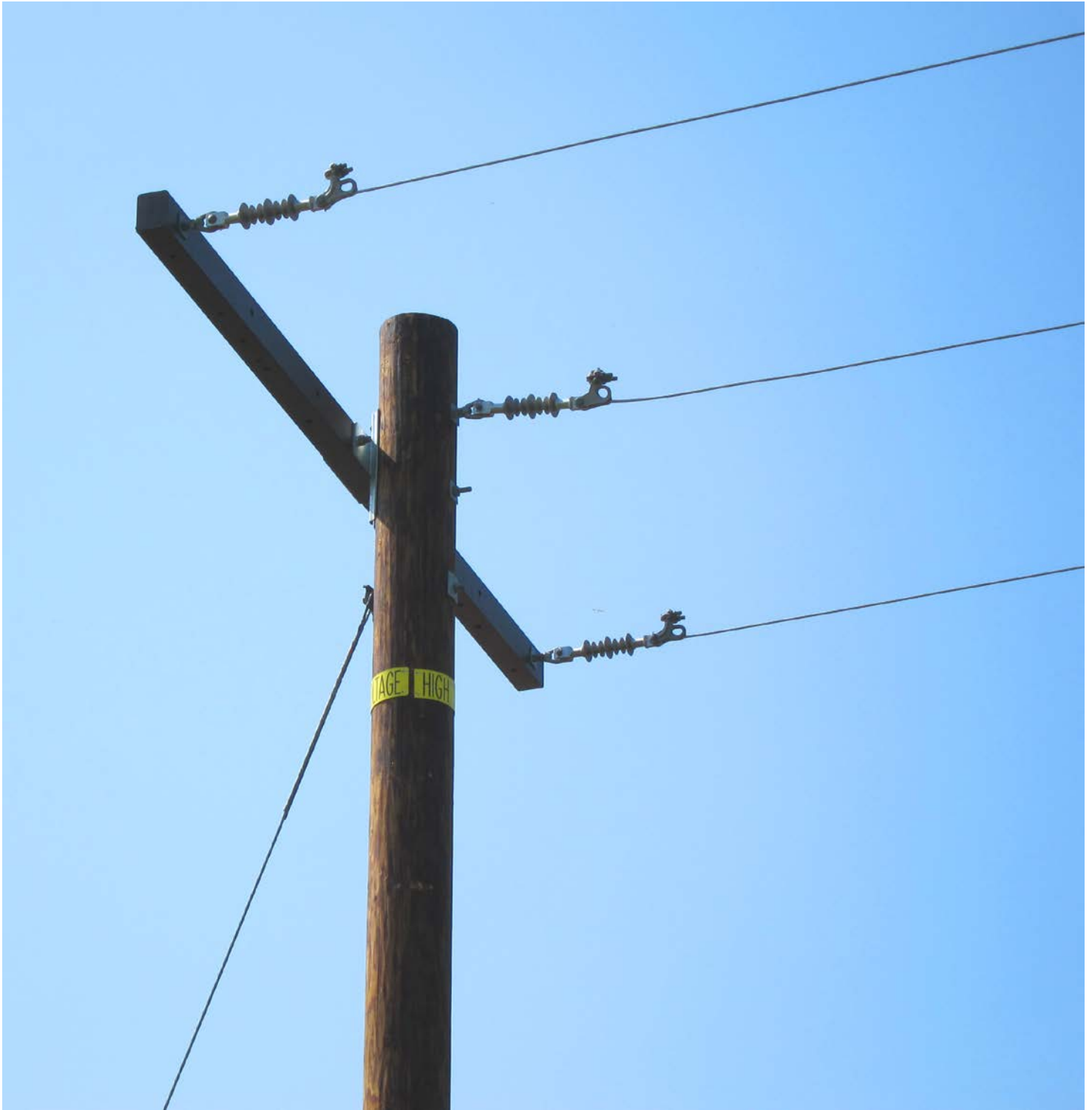
- *Rubber gloves will be required ground to ground.*
- *Tools and material may be placed in bags during five minute prep time.*
- *Time starts at the judge's signal.*
- *25" working distance must be maintained from all exposed conductors.*
- *Center phase must be covered prior to working on outside phases.*
- *Clevis pins and cotter keys must be replaced when changing out each dead-end.*
- *The "hot hoist" must be used when replacing the dead-end insulator*
- *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.*
- *Teams shall restore dead-ends w/ clevis pins and cotter keys after the event, off the clock*

Tools and Materials Provided

*3 - Guts
2 - Blankets
1 - Gut bag
1 - Nosebag
1 - Hot hoist*

*1 - Arm grommet
1 - Medium wire grip
1 - Handline w/bashlin hook
2 - Dead-end insulator assemblies*

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JOURNEYMAN EVENT

3/15/2016

LADWP/ IBEW LOCAL 18 LINEMAN'S RODEO

16KV 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 cross arm and a third on a ridge pin at the pole position.

- *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 hand line may be hung on the arm, but a safe working distance of 25" must be maintained from all conductors.*
- *Opposite outside phase must be covered before working on the insulator to be changed.*
- *The conductor must be securely held before loosening the clamp.*
- *The conductor must have two points of contact when moved.*
- *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.*

Tool and Material Provided

1 - Handline

1 - Gut bag

1 - Hot stick bag

2 - Line hoses

1 - Pin hood

1 - Universal stick w/ratchet & Socket.

1 - Nosebag

1 - Insulator

1- Clamp stick

1 - Pig tail link stick w/tag line

2 - Hard covers

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JOURNEYMAN EVENT

3/15/2016

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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 crossarm side, the hand line will be hung on the right side of the arm. The dummy will be positioned on the crossarm 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 should 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

- *Time starts at the judge's signal with the lineman an arms length from the pole.*
- *Work gloves with a gauntlet must be worn.*
- *Climb pole with an egg in the nosebag. No padding is allowed in the bag.*
- *Lineman removes existing nosebag places the egg in his mouth and hangs new nosebag on j hook.*
- *Lineman climbs down under control without breaking the egg.*
- *Time stops when the lineman's first foot hits the ground.*
- *No skip stepping, hot dogging or free falling is allowed.*
- *Any damage to the egg is a 10 point deduction.*
- *If the egg falls out of the bag while the lineman is ascending and does not break he may climb down retrieve it and finish the event.*
- *Any deductions will be added together and deducted from the 100 points available for a final team score.*
- *Both contestants' times will be added and averaged for a final team time.*

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APPRENTICE EVENT

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 25 questions from the "Guidebook for Linemen and Cablemen" 11th edition. Each question will be worth 2 points resulting in a total possible score of 50 points for each apprentice and 100 points for the team. Each apprentice will be individually timed by a judge 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 could result in a "0" score.

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APPRENTICE EVENT SECONDARY PARALLEL

Meantime: 15 minutes

This event will involve one Apprentice working as a team. The object is to parallel 2 secondary circuits across a set of insulated secondary breakers, and then break the parallel by removing the jumpers and restoring both secondary circuits. The secondary's will be 3 #4 solid cu conductors, tied straight through on a 3 spool secondary rack. The Apprentice will ascend the pole; take the appropriate number of reads using the meter and proceed to parallel the 2 circuits using the jumpers and connectors provided. After the Apprentice completes all taps and descends below the white line on the pole and calls time. The apprentice will then remove the jumpers and connectors to restore the event, while restoring the event the apprentice will not be timed however the apprentice will still be required to work safe and not drop items from the pole unsafe practices and dropped items will result in point deductions.

- *This event requires the use of secondary (class #00) rubber gloves with keepers when metering or contacting energized conductors.*
- *Tools and materials may be placed in bags during the 5-minute prep time.*
- *Connectors, jumpers, and meter must be sent up or down the pole in a nosebag.*
- *Apprentices may not do groundwork with tools on.*
- *Time starts at the judge's signal.*
- *The Apprentice must call out all reads.*
- *The minimum number of reads is 10 unless the tenth is a zero read.*
- *Connectors must be installed so that tools do not turn towards adjacent conductors.*
- *Wire and jumpers must be cleaned prior to making taps.*
- *Connectors must be backed up during installation and removal.*
- *Control of hot jumpers must be maintained at all times.*
- *Time stops when the Apprentice climbs below the white line and calls time.*

Tools and Materials Provided

1 - Handline w/bashlin hook
1 - Nose bag
1 - Secondary meter

4 - Split bolt connectors
2 - #4 Sol Cu jumpers

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APPRENTICE EVENT

SHORTS & GROUNDS

Meantime: 15 minutes

This event will involve one apprentices working as a team to install and then remove a set of DWP style shorts and grounds on a 34.5KV circuit. The conductors will be 3/0 ACSR dead-ended at C and C position with the center phase dead ended at the pole position using silicone 35kV dead-ends on a set of 10' double fiberglass cross arms. The apprentice will ascend the pole, install the shorts and grounds and then climb down below the white line on the pole, and call time. The apprentice will then remove the shorts and grounds to restore the event, while restoring the event the apprentice will not be timed however the apprentice will still be required to work safe and not drop items from the pole, unsafe practices and dropped items will result in point deductions.

- *Tools and/or materials may be placed in bags prior to the start of the event.*
- *Apprentice may not do groundwork with tools on.*
- *Time starts at the judge's signal.*
- *All ground connections must be cleaned using conductor brush provided*
- *The earth end of the ground must be attached to the ground rod before grounding the conductor.*
- *The line must be tested de-energized with the tester provided.*
- *Apprentices must maintain 28" clearance from all ungrounded conductors.*
- *Time stops when the Apprentice climbs below the white line and calls time.*

Tools and Material Provider

*1 - Shotgun Stick
1 - Tic Tracer
1 - Conductor Brush*

*1 - Handline w/bashlin hook
1 - Set Shorts & Ground
1 - Ground Rod (installed)*

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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.*
- *Apprentice's tools must be at least an arms length from the pole.*
- *Climbers must be belted before ascending the pole.*
- *Looking at the pole from the crossarm side, the handline will be hung on the right side of the arm. The dummy will be positioned on the crossarm 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 should 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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APPRENTICE EVENT

POLE CLIMB

- *Time starts at the judge's signal with the apprentice an arms length from the pole.*
- *Work gloves with a gauntlet must be worn.*
- *Climb pole with an egg in the nosebag. No padding is allowed in the bag.*
- *Apprentice removes existing nosebag, places the egg in their mouth, and hangs new nosebag on j hook.*
- *Apprentice climbs down under control without breaking the egg.*
- *Time stops when the Apprentice's first foot hits the ground.*
- *No skip stepping, hot dogging or free falling is allowed.*
- *Any damage to the egg is a 10 point deduction.*
- *If the egg falls out of the bag while the Apprentice is ascending and does not break they may climb down, retrieve it, and finish the event.*
- *Any deductions will be added together and deducted from the 100 points available for a final team score.*
- *Both contestants' times will be added and averaged for a final team time.*