
MEAN TIME: 15 MIN.DROP DEAD TIME: 20 MIN.

EVENT SUMMARY

In this event, the three phase conductors (#1/0 ACSR), are considered **dead and grounded and can be worked at the same time**. The existing 8 ft. wood crossarm with 28" flat steel braces, crossarm pins and insulators **must be replaced**. A complete set of all necessary hardware will be available on the ground at each event pole. New crossarm hardware **must be assembled** after time starts. Lineman will **replace** existing crossarm with new equipment and **send** old crossarm down to the ground, **re-secure** conductors with wrap-lock ties. All cross-arm hardware **must be disassembled** before time stops. **At no time will there be two linemen ascending or descending the pole at the same time.**

EVENT SPECIFICATIONS

1. See general rules.
2. Teams of three will be allowed a 5-minute setup time before starting the event. All tools must be laid out on a competitor-supplied tarp in the designated work area.
3. Time starts at the judge's signal.
4. The new crossarm must be made up after the event starts.
5. Linemen may assist the ground worker with making up the new crossarm but will not be allowed to wear climbing tools while assisting.
6. Conductors can be floated.
7. Conductors are secured on a 25 kV porcelain insulator (see photo) with a # 1/0 ACSR wrap-lock ties. (Screwdriver may be used to remove wrap lock ties).
8. After the new crossarm is installed, conductors must be re-secured with # 1/0 ACSR wrap-lock ties. (Screwdriver may be used to install wrap lock ties).
9. Time stops when the last lineman descends the pole and both feet are on the ground or the old crossarm has been completely disassembled, whichever occurs last. A team member shall notify the judge when they have completed the event.

Crossarm Changeout Scoresheet

Lineman's Name #1 _____

Lineman's Name #2 _____

Groundman's Name _____

Municipality _____

Event: Crossarm Changeout

Infractions – 2 Point Deduction

Deduction

Dropping or Losing Hard Hat

Not Wearing Safety Glasses

Dropping of Tools

Burnouts

All Hardware Not Replaced Properly

No Hand Line Operation while Team is Climbing

Misuse of Tools

Not Changing Out Pins and Insulators

Exceeding Mean Time

General Rules – 10 Point Deduction

Equipment or Materials Not Sent Up and Down with Hand Line
or Bucket

Two Linemen Ascending or Descending the Pole at the Same
Time

Other:

Total Time _____

Mean Time: 15 Min.

Total Points _____

Required Signature

Team Captain _____

MEAN TIME: 4 MIN.DROP DEAD TIME: 8 MIN.

EVENT SUMMARY

This event simulates the rescue of an injured worker on a 40 ft. wood pole with an 8 ft. crossarm.

EVENT SPECIFICATIONS

1. Time starts at whistle with man standing at a designated line (an arm's length from the pole). **Note: The lineman's tool belt and hooks will be lying on the ground beside him before the whistle. Rubber gloves will be inside the glove bag at the start of the event. Class 2 rubber gloves are required ground to ground. The lineman's tool belt may be stripped of all tools if desired. The Buck Squeeze can be attached to the pole before climbing.**
2. Dummy should be tied under the arms with three half hitches (eye splice should not be used as part of hitches). The half hitch is the only acceptable knot.
3. The insert in the dummy's safety is to be cut with a knife.
4. Dummy should be moved smoothly to the ground to simulate the actual rescue of a hurt lineman. Dummy cannot hit or brush pole while being lowered.
5. Time is over when the dummy is on the ground and rope is slack.
6. Looking at the pole from the crossarm side, the hurtman dummy and handline will be hung on the right side. This will simulate an injury to a right-handed man.
7. Each participating lineman will hang the hurtman dummy on the pole for the next participant.

Hurtman Rescue Scoresheet

Lineman's Name _____

Municipality _____

Event: Hurtman Rescue

Infractions – 2 point deduction

Deduction

Dropping or Losing Hard Hat

Not Wearing Safety Glasses

Dropping of Tools

Skip, Slip, or Cutout While Climbing

Hot-dogging (showing off)

Dummy not moved smoothly to ground

Not Calling "Headache"

Misuse of Tools

Dummy Not Tied with Three Half Hitches

Exceeding Mean Time

Improper Clearance Between Half Hitches and Dummy

General Rules – 10 point deduction

Cut Wrong Strap

Accidental Contact with Phases (Hand/Rope)

Dummy Falls to Ground Due to Bad Knot

Rubber Gloves Not Worn Ground to Ground

Dummy Fails to Reach Ground

Other:

Time _____

Mean Time: 4 Min.

Total Points _____

Required Signature

Lineman _____

MEAN TIME: 15 MIN.**DROP DEAD TIME: 20 MIN.**

EVENT SUMMARY

The purpose of this event is to climb a 40 ft. wooden pole, ring the bell located at the top, and climb back down the pole. All of this is to be done as safely, quickly, and professionally as possible while also following the event guidelines.

EVENT SPECIFICATIONS

1. Five minutes will be given for set up and questions. Fall arrest gear must be properly adjusted and gloves checked during this time.
2. Time starts at the whistle with the climber standing at the base of pole with only one keeper hook clipped on the Buck Squeeze. Climber will clip in the second keeper hook when time starts. Tools in belt and rubber gloves are not required for this event.
3. Climb the pole with a canvas bucket in mouth.
4. Remove the canvas bucket from the top of the pole and drop it to the ground saying "headache."
5. Hang a second bucket on the J hook at the top of the pole.
6. Reach up and ring the bell on the top of pole with your hand.
7. Climb down the pole. No freefalling or hot-dogging. Climber must be in control at all times.
8. Time stops when the climber's first foot touches the ground.

Pole Climb Scoresheet

Lineman's Name _____

Municipality _____

Event: Pole Climb

Infractions – 2 Point Deduction

Deduction

Not Wearing Safety Glasses	_____
Wearing Hard Hat Backwards	_____
Dropping or Losing Hard Hat	_____
Dropping Materials or Tools	_____
Skip, Slip, or Cutout While Climbing	_____
Burnout	_____
Hot-dogging (showing off)	_____
Not Calling “Headache”	_____

General rules – 4 point deduction

Not Ringing Bell	_____
Not Hanging Bucket	_____
Other	_____

_____	_____
_____	_____
_____	_____
_____	_____

Time in seconds (nearest 100th) Time _____

Mean Time: None Total Points _____

Required Signature

Lineman _____

MEAN TIME: 10 MIN.**DROP DEAD TIME: 15 MIN.**

EVENT SUMMARY

This event showcases each participant's ability to operate, coordinate, and safely work with equipment while navigating a load through a defined path and or obstacle.

Digger Derrick

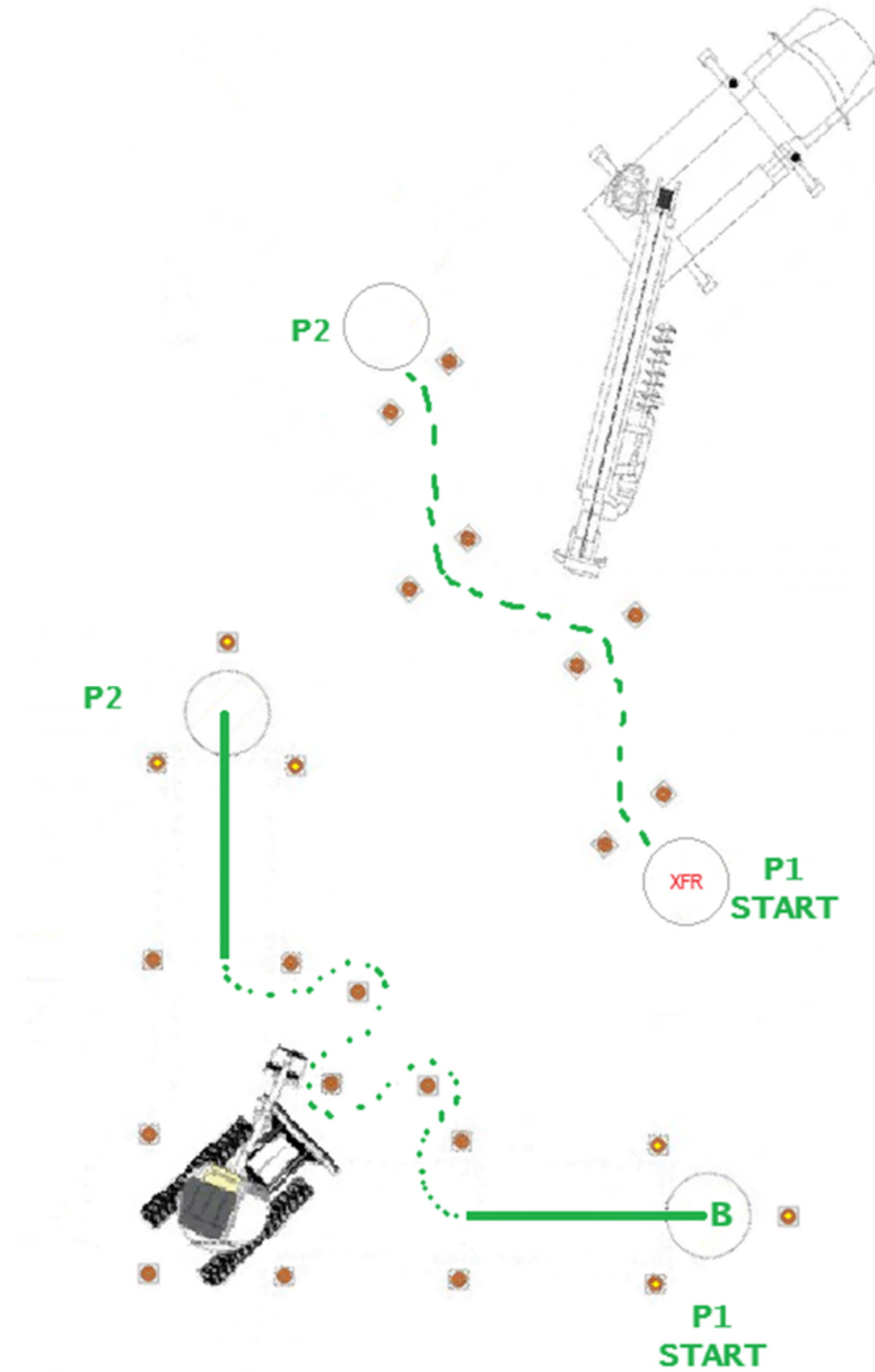
Teams of two will use the provided transformer sling to lift and move a transformer from the starting point, through a series of cones, before lowering it to the finish area. Once the transformer is safely set in the finish area, the team members will switch. The new operator lifts and maneuvers the transformer through the same series of cones before setting it back in the starting area. Teams shall not knock over any tennis balls on the series of cones.

Mini Excavator

Teams of two will use a mini excavator to pick up a small load before safely moving it to the other side of the event. After lowering the load to the finish area designated by three cones, the participant will then knock the tennis balls off the top of the three cones without knocking over the cones. The team members will then switch. The new operator will pick up the load, return it to the starting position, and knock off the tennis balls on top of the cones.

EVENT SPECIFICATIONS

1. Participants must wear a hardhat, safety glasses and leather gloves.
2. Each team member must operate each piece of equipment.
3. Three points of contact must be maintained while climbing or descending equipment.
4. Participants will only handle the transformer when installing or removing the sling. The tag line on the transformer cannot leave the ground.
5. Tennis balls on cones will be used as a reference for incidental contact. This excludes the three that must be knocked over by the mini excavator.
6. Participants will start the event by standing in the start and finish areas.
7. Time starts on the judge's signal.
8. Time stops when the tasks are complete, the boom is cradled, and all equipment is back in its original starting position.



Equipment Challenge Scoresheet

Lineman's Name #1 _____

Lineman's Name #2 _____

Municipality _____

Event: Equipment Challenge

Infractions – 2 Point Deduction

Deduction

Not Wearing Safety Glasses, Hard Hat, or Gloves

Dropping or Losing Hard Hat

Digger Derrick – 2 Point Deduction

Each Cone Knocked Over

Dropping Transformer or Lowering It Too Fast

Exceeding Mean Time

Mini Excavator – 2 Point Deduction

Not Changing Out Pins and Insulators

Exceeding Mean Time

General Rules – 10 Point Deduction

Two Linemen Ascending or Descending Equipment at the Same Time

Failing to Maintain Three Points of Contact

Other:

Derrick Time _____

Mini Ex. Time _____

Total Time _____

Mean Time: 15 Min.

Total Points _____

Required Signature

Lineman Team Captain _____

MEAN TIME: 10 MIN.DROP DEAD TIME: 14 MIN.

EVENT SUMMARY

A severe thunderstorm damaged a distribution line. The circuit has been isolated with visible open points. All safety steps have been taken so everything can be considered **dead and grounded**. The lineman **must replace** the existing combination cutout and conduct an assessment for other damage. A complete set of necessary hardware will be available on the ground at the event pole. It may not be touched before starting the event. Linemen will **replace** the existing hardware with new equipment and **send** the old equipment to the ground. All hardware **must be disassembled before time stops**. Linemen must then mark on their scoresheet any items found, if any, during their assessment.

EVENT SPECIFICATIONS

1. Participants will be allowed 5 minutes of prep time before starting the event.
2. Hardhat, safety glasses and gloves must be worn.
3. All tools must be laid out on a competitor-supplied tarp in the designated work area.
4. Time starts at the judge's signal.
5. All material shall be pulled up using your handline or competitor supplied bag.
6. Time stops when the lineman has both feet on the ground, all hardware is disassembled and put back in its original starting position.
7. The judge will then hand the scoresheet to the lineman for assessment marking and signature.

Storm Restoration – Replace and Assess Scoresheet

Lineman's Name _____

Municipality _____

Event: Storm Restoration – Replace And Assess

Assessment (Circle Any Loose, Missing, Or Broken)

Deduction

LT Insulator RT Insulator Hardware

LT Brace RT Brace Hardware

Crossarm Hardware

Pole Ground

Infractions – 2 Point Deduction

Dropping or Losing Hard Hat

Not Wearing Safety Glasses

Dropping of Tools

Hardware Not Replaced Properly

Misuse Of Tools

Incorrect Assessment (Each, If Any)

Exceeding Mean Time

Other:

Time _____

Mean Time: 10 Min.

Total Points _____

Required Signature

Lineman _____