

Pacific Gas and Electric & IBEW West Coast Lineman's Rodeo

May 17, 2025



Journeyman (JL) Teams will compete in:

- Hurt Man Rescue
- Pole Climb
- Mystery Event #1
- Mystery Event #2

Apprentices (AL) will compete in:

- Apprentice Exam
- Hurt Man Rescue
- Pole Climb
- Mystery Event #1
- Mystery Event #2

Volunteer judges will assist with evaluating the competition. These individuals are qualified Linemen and are approved by the IBEW and Pacific Gas and Electric.

At a minimum all teams must consist of two QEW's. The third person can be another QEW, MEO or Apprentice. The ground-person in team events will not climb in any team event. A Pre-Apprentice or ELA may not be utilized as a member of a competing team.

For information or questions on events, please contact:

- **Bob Brock** (209) 607-5942
- **Sid Silva** (559) 804-7531
- **Joe Holbert** (559) 903-2108
- **Bill Winchester** (559) 572-7772
- **Terry Hogg** (925) 667-8002

2025 PG&E/IBEW 1245 Lineman's Rodeo

INFORMATION PACKET

CONSISTENT JUDGING IS CRITICAL:

- Please read the general judging guidelines and the specific guidelines for your event.
- Give the teams/apprentices five minutes to ask questions about the event.
- Answer their questions and concerns. If you are unsure about an answer, refer to the event chief judge.
- **Please remember:** It is very important that judges talk to one another to ensure that all teams/apprentices are judged equally.
- Contact the chief judge in the event of a conflict.
- Each JL Team / Apprentice will give you their scorebook when they enter the event area.
- Note on the scorebook if the participant is an apprentice.
- Turn to the event that you are judging and write the team/apprentice number in the space provided.
- When a JL Team / Apprentice finishes an event record the score and time on the scorebook. The Chief Judge or Assistant will remove the white copy of the scorebook who will review it for accuracy and then send it to the scoring booth as soon as possible.
- If you need to leave the event area, please be sure to have someone cover for you and notify the chief judge of that event.

THANK YOU FOR SUPPORTING THE 2025 LINEMAN'S RODEO



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JUDGES

JUDGES

Master Judge – Journeyman Events

Bill Winchester

Master Judge – Apprentice Events

Terry Hogg/Shawn Rohmiller

Chief Judges- Journeyman Events

Kris Hardman - Mystery #1

John Sylvester - Mystery #2

Donovan Holland - Hurt Man Rescue

Casey Barker - Pole Climb

Chief Judges-Apprentice events

Jeffrey Rhinehart - Mystery #1

Gerri Medeiros - Mystery #2

Mike Saner - Hurt Man Rescue

Joe Little - Pole Climb

Rick Johnson - Apprentice Exam



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AGENDA

6:30 am – 7:30 am

CONTESTANT CHECK- IN

7:30 am – 8:00 am

OPENING CEREMONY / NATIONAL ANTHEM

8:00 am

JOURNEYMAN EVENTS / APPRENTICE EXAM (main building/computer lab)

8:00 am – 2:00 pm

Health & Wellness Fair and Kids Activities/Events

8:00 am – 2:00 pm

Breakfast/Lunch available for purchase

2:00 pm (Estimated)

COMPETITION ENDS

2:30 pm (Estimated)

AWARDS CEREMONY



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Rules of Eligibility

The intention of the PG&E/IBEW Local 1245 Lineman's Rodeo is to recognize the profession of line work as well as demonstrate the safety, skill, and education of electric linemen. The PG&E/IBEW Local 1245 West Coast Lineman's Rodeo was designed for participation by every day, practicing, working lineman. If you are – or ever were – a qualified practicing, working lineman, you are eligible to compete in the rodeo. You will not be eligible to compete if you served on the Lineman's Rodeo Committee, or if you attend any master or chief judge meetings throughout the year.

Team Definition

A team consists of three participants -- two linemen and a ground man. Both linemen must be qualified Journeyman Linemen. If a Journeyman must drop out of the competition for any reason the alternate who takes his place must be a qualified Journeyman Lineman. **Please note:** Apprentices who serve as the ground man on a Journeyman team **will not** be allowed to enter the apprentice competition.

Ground Man Definition

A ground man is a non-climbing participant of the team. Should a climbing member of the team need to withdraw from competition for any reason, the ground man may replace them if they are a qualified Journeyman Lineman.

If the ground man does replace a climbing member of the team, an alternate ground man must be identified to keep the team whole as a three-person team.

Description of Apprentice

Apprentices are eligible to compete for a period of four years after their current apprenticeship begins. Once this period has elapsed, they can no longer compete as an apprentice.

Apprentices may compete at the Journeyman level if he or she meets the following criteria:

- He or she must provide a statement from their employer stating that they have completed their training and are performing Journeyman duties while waiting for a Journeyman position to open.
- They are no longer eligible to compete in apprentice events.
- Individuals who have worked at the Journeyman level with one company who have obtained employment with another company at the Apprentice level will not be permitted to enter the Apprentice events.

If an Apprentice makes Journeyman more than 31 days before the current year's rodeo, they will not be permitted to compete as an Apprentice. If they make Journeyman within 30 days of the current year's rodeo, they will be permitted to compete as an Apprentice.

An apprentice who will become journeyman greater than 31 days prior to the International Lineman's Rodeo may compete in the PG&E/IBEW Rodeo as a Journeyman.

Items for Competitors to bring to the rodeo. For help with what to bring to the rodeo, refer to page 9



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Registration

Teams must register together, and every member of the team must sign a waiver to receive a judging packet. Each packet will contain an event agenda, team schedule, a map of the grounds and event descriptions.

Teams/Team Member Substitution

There will be a maximum of **30 Journeyman teams** allowed.

There will be a maximum of **60 Apprentices** allowed.

Rule for Substitution

A team consists of three persons: Two linemen and one ground man. One person must be designated ground man for the team. The ground man remains the ground man for each event. If a member of the team is injured, they are out of the competition for the remainder of the Rodeo. However, the team may substitute an alternate for the person who is injured.

If the ground man is a journeyman, they may be the alternate lineman. The alternate may be designated as a substitute for a lineman or ground man. The alternate must be a journeyman lineman if they are to replace a climbing participant.

Substitution Procedure

For Journeyman Teams only, allowing one alternate substitution per team. This procedure is used when an alternate team member substitutes for an original team member because of illness or injury.

- If a team member becomes ill or injured, the team must notify the chief judge at the event where the illness or injury occurred.
- The chief judge of the event will remove the team placard from the ill or injured team member. If the illness or injury results in the team not completing an event, the team will receive an incomplete for that event.
- To continue participating in other events, the team must request that an alternate take the place of the ill or injured team member as indicated in the Rule for Substitution above.
- Substitution requests should be made to the chief judge at the event in which the illness or injury occurred.
- The chief judge of the event where the illness or injury occurred will escort the team and alternate to the Master Judge, who will work with the event coordinators to process the necessary forms and issue a new team placard for the substitute team member.
- Once the alternate replaces the original team member his name will be shown as team member for any awards the team receives in any event, including events prior to the substitution.

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Schedule & Score Sheet Procedures

To ensure that the event remains on schedule all journeyman teams must start their assigned first event within 20 minutes of official start time of the rodeo. The public address announcer will give official notification (this may be signaled by a truck or loud audible horn) that the rodeo has begun and announce an official start time once the opening ceremonies have concluded. Any team that fails to report to their respective event within the above-mentioned 20-minute time limit, ready to start, will have two points deducted from their score. Teams must enter the staging area at the request of the chief judge, ready to start, failure to do so will result in a two-point deduction.

Re-route Procedure

In the event there are long wait times at a particular event, the Chief Judge of an event that has open availability may consult with the Chief Judge of an event that is getting backlogged, and by mutual agreement may re-route a team or apprentice to a less crowded event.

Event descriptions will be in the team registration handout, but not judging sheets.

Each team will be given an event schedule in their registration handout. These schedules have been randomized to ensure balanced event participation for all competitors.

Schedules will have a place for the chief judge to sign (beside each event) to show that the team has completed that event in the correct order. It will also have a place for a master judge/chief judge to sign by an event to allow a team to do an event out of sequence in the case of backlog per the re-route procedure explained above.

Each journeyman team and Apprentice contestant will receive their scoring packet when they register and will present the appropriate score sheet 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 or contestant.

Scoring

Remote scoring will be done for each event. Each JL Team / Apprentice will verify his/her score prior & all paperwork must be labeled with name & competitor number to leaving the event and will initial their scorebook as proof of verification. There will be no further verification after the team/apprentice leaves the event. **There will be a 2-point deduction for missing information on paperwork.**

Each event is worth a total of 100 points and event completion times will only be used in the event of a tie.

Anything highlighted in **YELLOW** is to draw your attention to that information!



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Team Events:

- Hurt man Rescue
- Pole Climb
- Mystery Event 1
- Mystery Event 2

Apprentice Events:

- Apprentice Exam
- Mystery Event 1
- Mystery Event 2
- Pole Climb
- Hurt man Rescue

Score sheets **must be** signed by a judge to be valid.

Any JL Team / Apprentice that willfully walks away (quits) from an event prior to the "drop dead" time will receive no score (100-point deduction) for that event.

Individual Event Closure

The Lineman's Rodeo Committee is responsible for ensuring that all events are completed in an efficient and timely manner. To that extent we therefore impose the following rule:

Events will close 20 minutes after the public-address announcer makes a last call for an event. It is the contestants or his/her representative's responsibility to notify the chief judge of the closing event of that contestant or teams' status. Failure to report within the 20-minute time frame with a valid reason for tardiness will result in a 100-point deduction and that apprentice or team will not be allowed to run that event.

Judging

Rodeo Judging is based upon rules adopted by the Rodeo Committee and are not open to "local" rules or interpretations.

Master Judges

There will be a master judge for both the Journeyman and Apprentice events

Chief Judges

There will be one chief judge for every event. Chief Judges will assign another person to check teams/apprentices in and out and to give instructions. The chief judge **cannot** judge or point out mistakes to event judges while a team is competing. The chief judge will be free to roam the event area and watch for inconsistencies in judging, as well as bad or unfair calls. Should this occur, the chief judge will pull the event judge aside to address the issue after the event is complete. If the event judge persists in making bad calls, they will be asked to leave the event.

Event Judges

Judges will show respect to JL Teams / Apprentices and treat them with fairness and courtesy. High fives, smirks or other inappropriate actions will not be tolerated. Unfair judging and disrespect to contestants will not be tolerated and disrespect to judges from contestants will not be tolerated. This behavior will result in a letter being written to management of the company involved.



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Events will be judged for:

- Safety
- Work practices
- Neatness and ability
- Equipment handling
- Timely completion of the event

Events must be completed in the order shown on your schedule. Each event must be marked complete by a chief judge before you can start the next event unless re-routed by a Chief/Master Judge.

Rule for event judge questions

Participants may ask the judge questions before the event begins, but not while he is judging. They may ask the judge to clarify any questions they have before the event starts. It is the participant's responsibility to ask the questions. They have a maximum of five minutes to ask questions and lay out their tools.

Video footage will not be allowed to settle judging disputes.

Contesting a Call

The JL Team / Apprentice must be the one to protest a call. Help from spectators in a protest will result in the JL Team / Apprentice being disqualified. No JL Team / Apprentice will be allowed to protest another competitor.

If the team wants to contest a call, they must take it to the chief judge at the event, who will settle the dispute. Disputes must be brought to the chief judge before the team leaves the event. If the event judge's ruling is upheld, the team forfeits two additional points. If the dispute cannot be settled, the team may elect to take the protest to the master judge. If the master judge upholds the chief judge's ruling the team will forfeit two additional points.

Exceeding Mean Time

Two points will be deducted from any JL Team / Apprentice score for exceeding the mean time. Failure to complete an event by the allotted "drop dead" time will result in an **additional** 10-point deduction, and the event will be stopped. It is the event judge's responsibility to make sure the proper points are deducted. It is the chief judge's responsibility to check all score sheets before submitting to the official score booth.

The mean time for mystery events will not be pre-determined but will be established after everyone has completed the event. This is done by adding all the times together and dividing by the number of times recorded. This will create the mean time for the event. Anyone with a time that is slower than the mean time will receive a 2-point deduction.



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Contestant material/tool carts will not be allowed in event areas. Each Journeyman contestant must supply their own hooks, belt, hard hat, safety glasses, long-sleeved shirt, hand tools, work gloves (with a gauntlet) and Class II rubber gloves (minimum) **with** protectors.

Manufactured rope lanyards/safety straps **will** be allowed. All rope lanyard/safety straps must have ANSI or other approval tags attached. No modified, worn, or damaged equipment, etc. will be allowed.

Hard hats and safety glasses are required for all participants once inside the fenced sections of each event. Work gloves are required whenever work is being performed.

Tools for the mystery events will be provided by the Rodeo Committee.

1. All skinning knives must either be folded or properly sheathed while not in use. Exposed blade in a ditty bag or tool pouch on the climbing belt is considered misuse of tools. No exposed blades.
2. In all Journeymen events, the last person who comes down the pole must be the one to drop the handline or handline will be dropped as indicated in the event description in the contestant's scorebook. The handline will not be dropped until that person is below the neutral or as described in the contestant's scorebook.
3. Hooks / Gaffs shall not be worn outside the work area. No work shall be performed on the ground while wearing hooks/gaffs. The work area is the circle around the pole. Gaffs should be covered with approved gaff guards when not in use.
4. The designated work area for all events will be a 10' radius.
5. Any special tools required for the mystery events will be provided and **must** be used.
6. In the Hurt man Rescue events for both Journeymen and Apprentices 3" PVC conduit will be used to measure between the rope and the mannequin to evaluate the knot spacing
7. Material and/or tools shall not be placed in the contestant's mouth. The only exception will be in the "pole climb" event.
8. No battery-operated tools will be allowed unless supplied for the event.

If a judge discovers an altered tool, two points will be deducted for each tool altered, or disqualification may occur for each infraction, as determined by the Chief Judge. Random tool inspections may be conducted at any point while on the Rodeo grounds to check for safe condition and for alterations of personal tools.

The Inspecting judge will notify the competitor of any alterations or modifications found during random inspections. Alterations or modifications will be indicated on the scorebook by the judge. If the contestant does not repair or remove the modification prior to entering the next event, additional points may be deducted by the chief judge at that event. Staging areas will not be considered part of the event area. Once a contestant has entered an event, no repairs or replacements can be made.



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Points will be deducted from the event that the team is competing in when the altered tool is discovered. If contestants are found with altered rubber gloves while on Rodeo grounds, they will be **immediately disqualified from the Rodeo, no warning will be given.** Alterations or unsafe conditions that may result in deductions include, but are not limited to:

- Tape on straps, tools, or equipment.
- Tapered cuts on straps.
- Buckles filed.
- Elongated holes in straps and belts.
- Improper gaff length.
- Fingers cut out of gloves. (Disqualification)
- Rubber gloves will be inspected at each Journeyman climbing event.
- Velcro straps on climbers must be used as manufactured. No modifications, such as cutting the Velcro shorter. In general, no tool modifications are allowed.
- Keepers removed from safety strap

Master, Chief, or Event Judges will determine if points will be deducted for other alterations, modifications, or unsafe tools.

If any team is caught on the grounds or in any event area with fingers cut out of or any portion of a rubber glove cut out or otherwise modified, they will be disqualified.

Individual Event Cancellation

The decision to cancel an individual event will be made by the Master Judge, and the Director & Manger Leads of the Rodeo Committee

Infraction Definitions

The following are definitions for the infractions listed on the score sheets used at the Lineman's Rodeo. Only those infractions relating to each event will be on that events score sheet.

Example: Infractions for sticking events are different from gloving events, so there will not be any gloving infractions listed on sticking events etc.

Infractions have been separated into four categories.

General Infractions: These are the most common occurring infractions related to individual events will be listed on that event score sheet and will result in a 2- point deduction per infraction.

1. **Failure to cover neutral, secondary, or primary properly** – All potentially energized conductors must be fully covered with protective cover provided, when within reach, fall or slip of energized conductor.
2. **Failure to maintain positive control of conductor while performing task** –When moving conductors at least two points of control must be maintained. On certain events dropping the conductor will result in a 10-point deduction. The event score sheet will show which events will receive such a deduction.
3. **Climber working or hand line operation on pole while other team member is in transition** –No work, hand line operation or climbing while either climber is ascending or descending the pole.



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Safety Strap Infraction: Safety strap must always be in control (at all times). All snaps of safety must be hooked on the d-ring before time starts and while climbing the pole (see below for exceptions). The safety strap may be carried on the shoulder however both snaps must still be in d-ring. If the safety strap slides off the shoulder the contestant will receive a deduction.

The Westcoast Lineman's Rodeo will be conducted in all fall restraint.

This will drive safety to the next level by not allowing anyone to free fall off a pole. This will also put everyone on a level playing field.

- a. All fall restraint/arrest type safety belts will be used in accordance with the manufacturers' specifications and must be properly adjusted.
 - b. No contestant may start an event with a safety strap on or around the pole or in their hand prior to the start, regardless of manufacturer.
 - c. Manufactured rope lanyards/safety straps will be allowed. All rope lanyard/safety straps must have ANSI or other approval tags attached. All other rules will apply to these safety straps (no modifications, worn/damaged etc.).
4. **Improper hand line operation:** The lines of the hand line must not be twisted while raising or lowering tools or material. Tools and material can only be hung on the open hook of the hand line. The hand line may be hung above the neutral before cover-up only if there are no secondary conductors to reach over and the uncovered neutral is not touched by any part of the hand line or hand without rubber gloves.
 5. **Dropping tools or materials from pole:** Climbers cannot drop tools or materials from the pole.
 6. **Misuse of tools or the use of the wrong tool:** Tools must be used for their intended purpose and not altered from manufactures specifications. (Refer to the Tools section of this packet for examples of altered tools)
 7. **Poor cooperation/communication between team members:** Arguing or otherwise displaying discontent with other team members causing poor communication.
 8. **Extended body contact with covered neutral:** The body cannot have more than brush contact with the covered neutral.
 9. **Failure to maintain proper clearance from energized conductors or parts:** Journeyman must maintain proper clearance from exposed energized primary conductors or parts with all parts of the body except the rubber-gloved hand. This includes any un-insulated tools attached to the energized primary conductor. Proper clearance is defined as within reach, fall of exposed energized conductors.

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10. **Cutout or slip on the pole:** At each climbing event for apprentices or journeymen, a ring will be painted around the pole at the six-foot mark. If after both feet pass above the six-foot mark, the climber cuts out and comes to the ground, the journeyman team or apprentice will be disqualified from the event. If after transitioning past the neutral the climber cuts out and falls to the neutral, then there will be a 10-point deduction. If the contestant falls from the pole at the beginning of the climb below the ring, 6 feet or less, this will result in a 10-point deduction. Any other cutout or slip will be scored as found in the infraction section.
11. **Failure to keep tools and materials on tarp:** All tools and materials must be completely on the tarp at the conclusion of the event. (A two-point deduction will be made when time stops if all tools and equipment are not on the tarp)
12. **Failure to wear hard hat properly at all times:** (not backward): Hardhats must be worn with visor over face and not over the neck. "Cowboy" hard hats are not approved for use at the PG&E/IBEW
13. competition.
14. **Failure to wear long sleeve shirt, sleeves down and buttoned:** Long sleeve shirts are required. If shirt has buttons on the sleeve, they must be buttoned. Sleeves cannot be pushed or rolled up.
15. **Failure to wear work gloves with a gauntlet when work gloves are required:** The ground man must always wear work gloves with a gauntlet while they are performing work or handling tools or materials.
The gauntlet is defined as additional material sewn to the work gloves above the cuff, sufficient in length to protect the arm above the wrist between the wrist and the cuff of the shirt when the arm is extended as to reach up, out, etc.
Journeyman / Apprentices must wear work gloves under the same circumstances as the ground man while on the ground. Journeyman must wear work gloves with a gauntlet while on the pole except when rubber gloves are required.
16. **Dropping or losing hard hat** (any team member): Hard hats must be worn at all times while inside the event area. This applies to all team members or apprentices.
17. **Hanging tools or materials on structure, conductor, handline or safety strap:** Tools or materials can only be hung on the open hand line hook or in tool bags hung on the open hand line hook. Bags with snaps or hooks shall not be placed/snapped into the rings on the back side of any hand line hook, in the snap of the hand line or inserted in the hand line rope- All tools, material and bags must be placed on the open end of the hand line hook.
18. **Poor housekeeping:** Tools or materials placed on the tarp in a pile or directly under workman on the pole.
19. **Exceeding the mean time for an event:** Anyone with a time that is slower than the mean time will receive a 2-point deduction.
20. Hooks/gaffs shall not be worn outside the work area.
21. No work shall be performed on the ground while wearing hooks/gaffs.
22. Material or tools shall not be placed in the contestant's mouth. The only exception to this rule will be in the "pole climb" event.

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Other: Infractions that have a low occurrence and listed on the other infraction list of definitions will be shown here with a brief description.

1. **Other Infractions:** These infractions are not listed on score sheets and will be marked as infractions under the "OTHER" section of the score sheet with a brief notation of the infraction. These infractions only occur occasionally and do not warrant individual listing on the score sheet.
2. **Sticking Infractions:** These infractions will be for improper use of hot sticks and will be added to the general infractions for the sticking event.
3. **Gloving Infractions:** Failure to properly follow gloving procedures will be added to the general infractions for the gloving events.
4. **Altered tools or equipment cannot be used at the competition:** Final determination of altered tools will be made by the Judges at the event Chief Judge's Request. (Refer to the section in this packet under Tools for examples of altered tools) Zip Ties (Tie wraps, Nylon ties) may be used to attach tool pouches to the climbing belt and are not considered a modification.

Ten Point Infractions:

1. **Contact with energized conductor:** Contact with any body part, except the rubber-gloved hand on neutral and secondary.
2. **Failure to use hand line for raising and lowering tools and materials:** The hand line is to be used to send tools and materials up and down the pole. The intent of this infraction is to deduct points for deliberately tossing tools and materials from the pole to the ground or from the ground to the journeyman on the pole.
3. **Second man starts to climb before first man is safely tied off and in a stationary position:** The first Journeyman up the pole must be safely tied off and stationary before the second journeyman starts climbing the pole.
 - a. Second man starts to climb before first man is stationary.
 - b. The first journeyman up the pole must be in a stationary position and not moving up, down or around pole before second journeyman starts climbing the pole.
 - c. The top side journeyman may not start his decent below the lowest obstacle until the bottom journeyman has both feet on the ground. **This is to say that one strap of the top side journeyman must remain above the lowest obstacle until the bottom journeyman is on the ground.**
4. **Losing control or dropping conductor:** Losing control of a conductor is defined as being unable to hold in position without touching the pole, hardware, other conductors or dropping completely. Dropping the conductor is defined as coming out of the tool or hand and falling free.
5. **Working opposite phases or phases and neutral at the same time or differences of potential:** The journeyman on the pole cannot contact conductors with a difference of potential/opposite phases at the same time with sticks or rubber gloves.
6. **10-point cutout or slip on pole:** This is defined as, after initial contact is made with each gaff to the pole; both gaffs are out of or sliding down the pole rendering the climber out of control.
7. **10-point deduction exceeding drop-dead time.**

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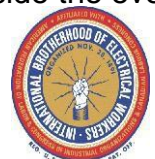
Disqualification:

1. **Unprofessional behavior:** Pushing, shoving, or hitting other team members, contestants, or judges. Swearing or threatening other team members, contestants, or judges. Throwing tools or materials in anger or disgust before, during or after the event.
2. **Practicing on the Rodeo field prior to the Rodeo:** No one is permitted to practice on any of the event structures at the rodeo grounds prior to the rodeo event. No contestant or team/apprentice representative will be allowed inside the fenced event area prior to the beginning of the rodeo.
3. **Intentional sabotage or tampering with materials, tools, or equipment on the Rodeo Field:** Anyone tampering with or seeking to hamper the use of tools to be used by following participants will be disqualified.
4. **Unapproved use of alternates or changing status of team members during the events** (See Master Judge for approved use of alternates or change in team status during Rodeo.) Switching out team members without going through proper substitution procedures will result in disqualification. Please refer to the Team Member Substitution Procedure in your team book.
5. **Protests need to be by team only:** Protests from those other than the team will result in the team being disqualified. All protests must be made to the Chief Judge of the event before the team or apprentice leaves the event.
6. **Modifying rubber gloves in any way:** No holes, notches, cuts, or slashes in any part of rubber gloves.
7. **Alcohol is NOT permitted on PG&E company property. Anyone found with an open container will immediately be disqualified and asked to leave the facility.**
8. **If competitors and or attendees break the rules, or the law, or have other inappropriate behavior, either on or off the field of competition (example: destroying or damaging property at host hotels), they will be barred/disqualified from participating in the rodeo and all rodeo events and any awards that the team may have received will be returned to the Lineman's Rodeo for redistribution to the appropriate winners.**

Other Infractions (Not listed on score sheet but appropriate infractions for other)

Two Point Infractions:

1. **Improper hand line procedure:** The first man up the pole should take the hand line and the last man on the pole below the neutral, or as indicated in the contestant's scorebook should drop the hand line. Any other order will be an infraction.
2. **Losing hard hat:** Hard hats that are improperly adjusted, need to be continually repositioned or that effect a participant's concentration on the event are infractions.
3. **Not wearing safety glasses:** All participants need to wear safety glasses while inside the event area.



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4. **Hot-dogging:** Hot-dogging is defined as having both hooks out of the pole while descending the pole, while periodically catching one gaff as to be almost out of control.
5. **Not wearing ANSI approved lineman belt:** All lineman belts must have the ANSI approved identification tag to be accepted for use in competition at the ILR.
6. **Exposed blade on skinning knife:** All skinning knives must either be folded or properly sheathed *while not in use*. Exposed blade in a ditty bag or a tool pouch on the climbing belt is considered misuse of tools. (No exposed blades)
7. **Failure to inspect rubber gloves:** Rubber gloves must be inspected before each event during the 5-minute set up time.
8. **Improper storage of rubber gloves:** Rubber gloves must be stored cuff down in glove bag.
9. **Improper use of glove bag:** Glove bag cannot be used to hold tools, material, or wire.
10. **Mishandling of materials and/or tools.** Materials and/or tools may not be placed in contestant's mouth. This rule will not apply to the Pole Climb event but will apply to all others.
11. **Exceeding the mean time for an event.**

Sticking Infractions

General - Two Point Infractions:

1. **Failure to wear Rubber Gloves within reach, fall or slip:** Rubber gloves are required when participant is within reach, fall or slip of energized conductors including the neutral.
2. **Gloving Infractions**

General - Ten Point Infractions:

1. **Failure to wear rubber gloves ground to ground:** Journeyman must wear minimum 20 KV rubber gloves from ground to ground on gloving events.

Other - Two Point Infractions:

1. **Failure to have two journeymen up the pole while primary gloving is performed:**
We require three-man teams with two journeymen up the pole while gloving primary voltages.

Other Infractions

1. Additional points may be deducted per the event description as found in the contestants score book.



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Event Construction

There will be a neutral approximately 9' from the top on all competition poles unless event instructions say different.

Apprentice Hurt Man Rescue: 10' cross arms with wood braces. Brace mountings will be 30" out and 21" down from the arm (gain) hole.

40' Class 3 poles.

- Neutral conductor will be located approximately 9' from the top of the pole.

Journeyman Hurt Man Rescue: 40' Class 3 poles will be framed as follows:

- Single phase primary Double Dead End in the 8" hole from the top of the pole (4KV)
- Closed disconnect on a switch bracket located 40" from the Dead-End Bells on the opposite side of the pole from the neutral.
- A shotgun stick will be locked in the eye of one of the hot line clamps.
- Hand line is hung on the back-side switch bracket on the same side as the neutral and block must remain there during rescue.
- Neutral conductor will be located 84" below switch bracket.
- Mannequin will be hung just above the neutral, on the same side of the pole as the neutral.
- There will be a mark on the pole 6' above the ground level for climbing purposes.

Journeyman and Apprentice Pole Climb: 40' Class 3 poles with 4' cross arms or standoff insulators (no conductor)

- There will be a neutral added in both events approximately 9' from the top of the pole.
- There will be a mark on the pole 6' above the ground level for climbing purposes.

Mystery Events: To be 40' Class 3 or 4 poles. Journeyman mystery events may be overhead or underground.

Mystery Event Materials: All special materials and tools required to perform mystery events will be supplied and must be used.

Stopwatch Start Procedure

Judges will verbally start events by saying to the contestants.

"Are you ready" after contestant responds in the affirmative the judge will say "go" the clock will start when judge says go.

Mystery Events

There will be two mystery events. No one will know what these events are until the teams pick up their packets at registration. Detailed instructions for those events will be included in your registration packet when you pick it up.



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JUDGING GUIDELINES

Scoring

1. Total number of events for each JL Team is 4, Apprentice is 5
2. Each event is worth 100 points. Time will only be used to break a tie.

Apprentice events have the same scoring system.

Scoring will be based on the following:

- Safety Procedures
- Work practice
- Equipment handling
- Neatness
- Timely completion of events

Winning Teams will be determined by:

The overall points total from each of the individual events; in each there are 100 possible points. In the event of a tie, the team with the best score and overall time will determine the winner.

Assigned Schedule - Journeyman Teams

Journeyman teams will be divided into 4 groups and compete in each event according to their pre-determined rotation.

As each team checks in for the Rodeo, they will be assigned one of the four groups A, B, C, or D. Each of these groups will have a designated order of events as follows:

A	B	C	D
Pole Climb	Mystery Event 1	Hurt Man Rescue	Mystery Event 2
Mystery Event 2	Pole Climb	Mystery Event 1	Hurt Man Rescue
Hurt Man Rescue	Mystery Event 2	Pole Climb	Mystery Event 1
Mystery Event 1	Hurt Man Rescue	Mystery Event 2	Pole Climb

At the start of the Rodeo, all teams will report to their starting event within 20 minutes of the public address announcer starting the rodeo. At the completion of an event teams will have 20 minutes to report to their next scheduled event. A 2-point deduction will be applied to teams that exceed the 20-minute time limit.

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POLE CLIMB

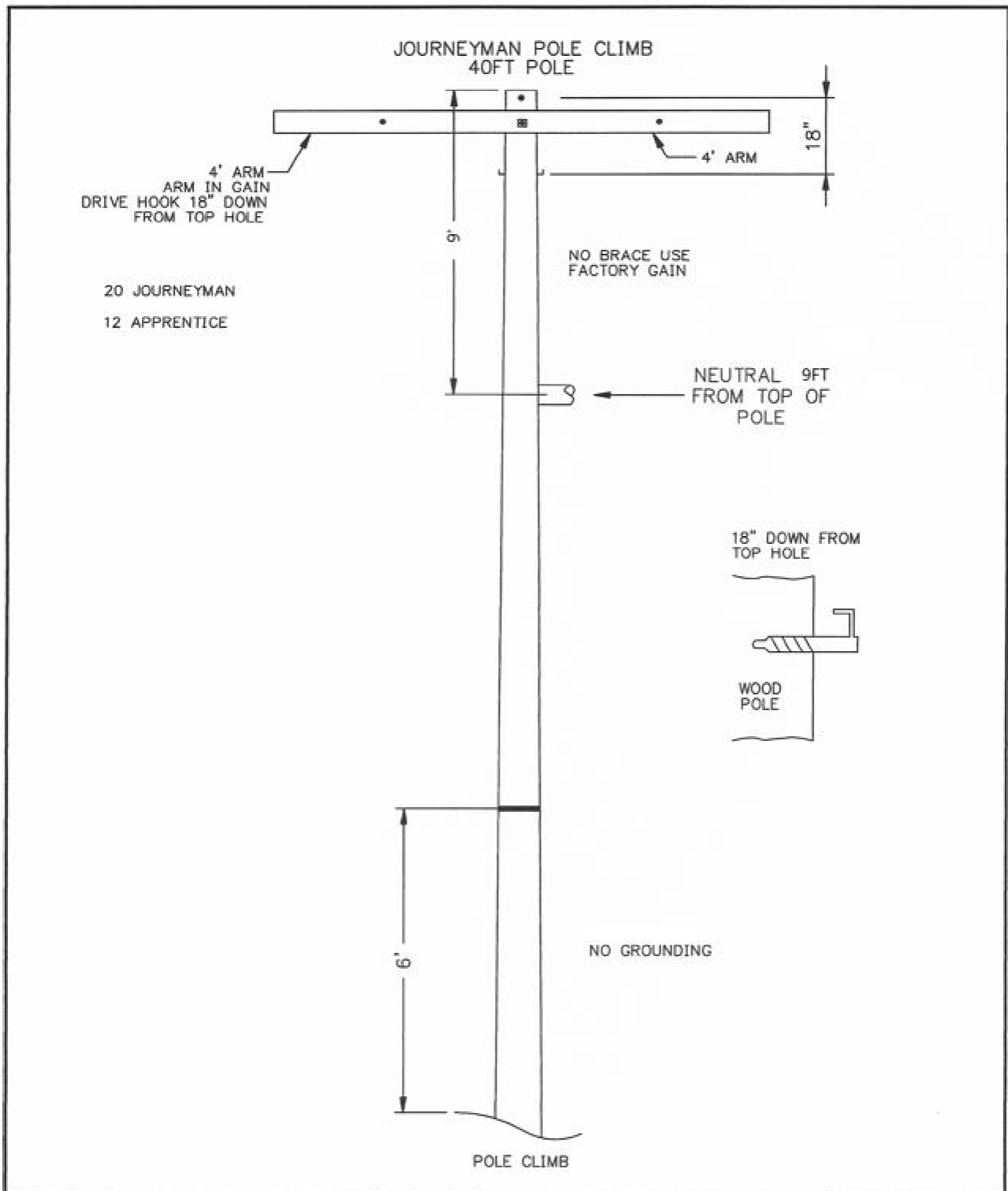
Journeyman Pole Climb on 40' Pole

The purpose of the event is to follow the guideline exactly, climbing safely and professionally.

For the two-team members who climb, the following steps apply:

- Time starts at the judge's signal with the lineman standing an arm's length from the pole.
- No contestant will be allowed to start with their safety in hand or around or on the pole.
- Work gloves with a gauntlet must be used ground to ground. (No driving gloves etc.)
- Climb pole with an egg in the bucket. Only the egg is allowed in the bucket. No padding may be added.
- The lineman climbs the pole. **Lineman will buckle below neutral, move rubber hose from one side of pole to other before ascending to pole top.** He removes the old bucket, (must call out "Headache"), and drops it to the ground within the 10' radius marked.
- He puts the egg in his mouth and hangs the new bucket on the J hook.
- The lineman climbs down where **he will once again transition past the neutral and move rubber hose from one side of pole to the other before descending pole** without breaking the egg.
- The time stops when the first foot hits the ground.
- No free fall or hot-dogging is allowed.
- The lineman must be in control at all times.
- There is a 10-point deduction for cracking, denting, or breaking the egg.

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7	03/04/20	REVISED PER JUSTIN SWEZEY	BOK			EXHIBIT MISCELLANEOUS JOURNEYMAN POLE CLIMB 2008 SKETCH	KANSAS CITY POWER & LIGHT COMPANY		
6	05/20/08	REVISED TO DATE	MKB						
5	04/20/05	REVISED TO DATE	AFJ	AFJ	AFJ				
4	08/03/04	REVISED TO DATE	AFJ	AFJ	AFJ				
REV.	REV. DATE	REVISION & JOB NO.	BY	CHK.	APP.	DATE	SCALE	JOB NO.	DWG. NO.
	AFJ	08/12/99	AFJ	10/01/99		AFJ	10/01/99		RODEO024



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JOURNEYMAN HURT MAN RESCUE

Hurt Man Rescue – Simulated Hot on 40' Pole

Journeyman Hurt Man Rescue

Simulated Hot on a 40' Pole

Mean Time: 4 Minutes

Event Description

This event simulates that a man has been injured while working to change out a faulty disconnect. This is a 4kV event and will require rubber gloves ground to ground.

This will be a three-person team event with all three contestants participating at the same time and at the same station. Both climbers will climb the pole to assist with the rescue. One climber will set up and operate the OX Block, while the second climber will work at the mannequin. Three half-hitches must be tied under the arms of the mannequin prior to lowering him to the ground.

Prior to start of the event, each team will have five minutes to ask questions and adjust belts. The event judge will position the handline the same way for each team. Prior to the start of the event, the handline nor the extendo stick can be adjusted and contestants must use the handline provided.

A shotgun stick will be locked in the eye of the line side jumper hot line clamp. The fuse barrel will be in the closed position. The line side and load side jumper will be connected to the primary indicating that it is still energized. An extendo stick will be laying on the tarp.

The groundman will utilize the extendo to open the switch, and before the mannequin's feet makes initial contact with the ground, the groundman will pull the mannequin by its feet to lay gently on its back within the 10' work circle. **The entire mannequin must be in the circle when time stops.**

There will only be one judge assigned to each team.

The linemen's belts and hooks will be placed inside the 10' circle simulating typical backlot procedures. Hooks and belts can be laid out in any sequence. Safeties shall have all double locking hooks snapped into a "D" ring. Hooks or climbers may have gaff guards off while in the circle only. Rubber gloves shall be cuff down in their bag with at least one snap fastened. Climbers and belt may **not** be put on until time starts.



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Three half hitches is the only acceptable knot. The lineman on the pole must call out "Headache" loudly if any item is dropped. The "rope" on the Buckingham Super Squeeze Rescue belt is the only item to be cut. There will be a 10-point deduction for cutting the belt in the wrong place.

Buckingham will supply the Ox Block Handline kit (50061A-4/80-Ox Block 80' Handline Kit)

The rescue mannequin will be equipped with the Buckingham Super Squeeze (Buckingham 488PR-Rescue Super Squeeze) (**see page 32 from the General Rules for pictures**)

The OX Block must be used by engaging the friction bar with a minimum two wraps / three clicks on the friction bar gate. Contacting the pole is acceptable but the mannequin will be lowered in a smooth and controlled descent to prevent hanging up on material. Time is over when the mannequin is on the ground and the groundman is on his knees and touches the mannequin's chest to prep for CPR. The contestants will assist in hanging the mannequin for the next team.

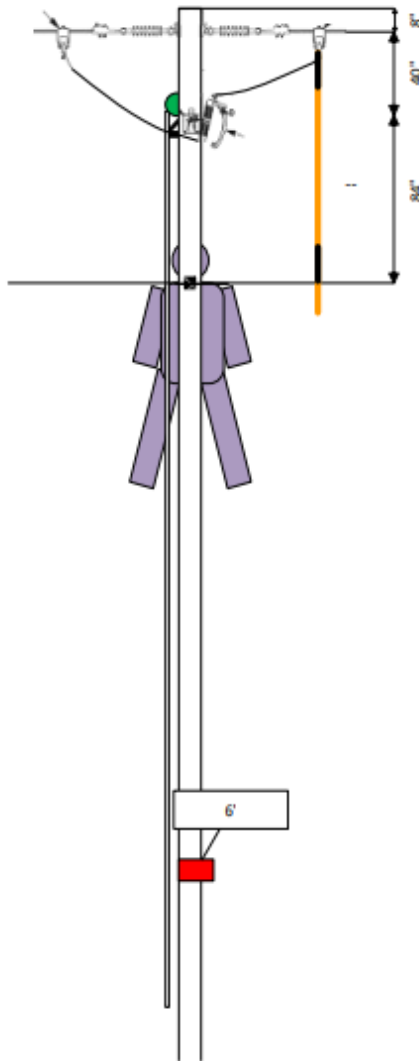
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Event Guidelines

1. Time starts when judge says "Go" while the team is outside the 10' work circle
2. Journeymen may only put their climbers and belt on in the work circle after time starts.
3. **Proper rubber gloves must be used ground to ground.**
4. One contestant will be the initial responder verbally stating to the judge that an **"Emergency Call has been made and Emergency Responders are on the way"**
5. The groundman will retrieve the extendo stick from the tarp and open the cutout using the ring in the barrel. After opening, the stick will be retracted and positioned back on the tarp.
6. After the disconnect is opened and the extendo is no longer in contact with the barrel, the line and load jumpers/stingers will be removed by one or both climbers utilizing the shotgun stick from below the neutral.
7. Both climbers will have to be on the pole and in position for the rescue.
8. One climber will ascend above the mannequin to set up and operate the OX Block with two wraps/ three clicks on the friction bar before cutting the safety of the mannequin.
9. The second climber **while on the pole**, will tie three half-hitches under the mannequin's arms prior to lowering the mannequin.
10. The mannequin shall be lowered in a smooth and controlled manner to the ground.
11. Mannequin contacting the pole is acceptable.
12. Before the mannequin's feet makes initial contact with the ground, the groundman will pull the mannequin's feet to lay gently on its back within the 10' work circle. Points will be deducted for allowing the mannequin to hit the ground too hard or the groundman not assisting the mannequin to the ground on its back. **The mannequin must be completely in the circle before time stops.**
13. Time is over when the mannequin is on the ground and the groundman is on **both** their knees and touches the mannequin's chest to prep for CPR (groundman shall be kneeled down **on both knees** next to the mannequin's chest so that CPR could actually be done).
14. The knots and or handline **SHALL NOT** be adjusted by the groundman (only incidental contact is allowed).
15. Judges will use a 3" PVC conduit between the rope and the mannequin to evaluate the looseness of the knot.
16. Points will not be deducted for a "too tight knot" only for a "too loose knot".
17. Although the time has stopped the team will continue to be judged until the event is restored. Proper work practices must be used while restoring the event, (climbers below the neutral, groundman properly using ring on barrel to close switch, retracting the stick and placing back on the tarp, and the team has verified their score and exited the event.)
18. One or both climbers will remain on the pole to assist with restoring the event for the next competitors
19. Exceeding 4 minutes to complete the event will result in a two-point deduction

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The diagram below is an example only. The construction at the grounds will be built similar but may differ as the ground conditions dictate.



Journeyman Hurt Man Rescue: 40' Class 3 poles will be framed as follows:

- Single phase primary Double Dead End in the 8" hole from the top of the pole (4KV).
- Closed disconnect on a switch bracket located 40" from the Dead-End Bells on the **same** side of the pole as the neutral.
- A shotgun stick will be locked in the eye of the line side hot line clamp.
- The OX block hand line is hung on the backside of the switch bracket on the **opposite** side of the pole as the neutral and the OX block must remain there during rescue.
- Neutral conductor will be located 84" below switch bracket.
- Mannequin will be hung just above the neutral bolt on the **opposite** side of the pole as the neutral.
- There will be a mark on the pole 6' above the ground level for climbing purposes.