



Minnesota Municipal Utilities Association
2018 Minnesota Lineworkers Rodeo

HURTMAN RESCUE

(Apprentice Event)

Mean Time: 4 minutes

Drop Dead Time: 6 minutes

Event Summary:

This event will be simulated dead. Time starts at the judge's signal with apprentice standing at least an arm's length from pole in any direction. **Note:** The lineman's belt, hooks and standard work gloves will be lying on the ground at arm's length.

Event Specifications:

1. Looking at the pole from the crossarm side, the hand line will be hung on the right side simulating an injury to a right-handed person. The hurt man will hang on the crossarm side of the pole with both ends of the safety straps through the braces. **Note:** Always take a minimum of one complete wrap around the crossarm before lowering the hurt man.
2. Mannequin should be tied under arms with three half hitches. **Note:** Eye splice should not be used as part of the hitches. **The half hitch is the only acceptable knot. A 3" conduit will be used to measure tightness of knot.**
3. Be sure to call out "**headache**" loudly when you drop your hand-line sheave. The sheave shall be dropped in the 5' circle radius at the base of the pole.
4. A Bashlin belt 57-N will be used on the mannequin. You must cut the Bashlin 57-A insert. There will be a 10-point deduction for cutting the belt in the wrong place.
5. Mannequin must be lowered smoothly to the ground without coming into contact with the pole.
6. Apprentice must climb down the pole smoothly and safely. **Time will stop when the Apprentice has both feet on the ground.** **Note:** There must be one gaff in the pole at all times when climbing down the pole.
7. The Apprentice must use the hand-line provided.
8. Appropriate work gloves are required for this event.

Materials provided:

- Handline



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ROPE TOSS

(Apprentice Event)

Mean Time: 3 minutes

Drop Dead Time: 5 minutes

Event Summary:

The competitor will throw a rope over an 8' fiberglass crossarm mounted at 24' above the ground on a 40-foot pole. The competitor must tie one end to a guy wire using a rolling bend knot. The guy wire is 20' long and one end is attached to an exiting anchor. The rope must be pulled tight and tied to another anchor using a bowline on a bight with two snub hitches. Rope will be provided and laid out at each event station. The specified knots are the only knots that will be accepted and can be found in the Lineman's and Cableman's Handbook.

Event Specifications:

1. The competitor will be allowed a 5-minute set-up time before the event.
2. Work gloves are required for the duration of the event and during preparation and clean-up.
3. Anchors will be installed on both sides of the pole, 10 feet away.
4. Event timing begins when the judge signals the apprentice to begin.
5. The rope may be thrown from either side of the pole, as long as it is over the arm and between the post insulators.
6. There shall be nothing attached to the rope to aid in throwing it over the arm.
7. Guy wire shall be pulled taught and all knots shall be tied correctly.
8. Time stops when the last snub hitch is tied, and the competitor touches the pole with one hand.

Materials Provided:

- 3/8 Braided Nylon Rope (Length = 70 feet)
- 3/8 Steel Guy Wire (Length = 20 feet, attached to anchor)



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OBSTACLE COURSE

(Apprentice Event)

Mean Time: 8 minutes

Drop Dead Time: 10 minutes

Event Summary:

Time starts at judge's signal. The competitor will then climb a 40-foot pole equipped with three crossarms. The competitor will stop at each arm and relocate the arm-mounted device to the opposite end of the arm. The competitor may begin device transfer at the top arm or the bottom arm. The lowest crossarm will be mounted at 22 feet, equipped with a drop-in pin mounted polymer 15kv tie-top insulator. The second arm-mounted 6ft higher at 28ft will be equipped with a 15kv polymer dead-end insulator. The top arm mounted 5 feet above the second arm at 33ft will be equipped with a polymer 100 amp 15kv fused switch mounted on an "L" bracket (moving only the switch).

Once back on the ground, the competitor shall use an extendo stick to open the switch (using the eye of the door), remove the solid blade, and bring down to the ground. After touching the blade, the competitor will reinstall the solid blade and close the switch (using the eye of the door). Climbing tools may be worn while using extendo stick as long as gaff guards are used.

Event Specifications:

1. The competitor will be allowed a five (5) minutes to set-up and ask questions before starting the event.
2. Event timing starts at judge's signal.
3. Event timing stops when the barrel is closed.
4. Competitor **must** furnish their own extendo stick. Extendo stick must not be altered in any way and may be inspected by event judge.
5. The competitor **must** furnish handline to be used during event. Handline must be hung off on pole or crossarm while work is being done.
6. All nuts **must** be snugged using approved wrench. All nuts shall be installed with proper washers.
7. Gloves are required for the duration of event, including preparation and cleanup.
8. Dead-end insulator pin must point inward.
9. Gaffs must be covered any time outside of circle.