

Welcome to the 2024 ENMAX Rodeo & Safety Expo.

We are excited to have you join our competition!

Within this package, you will find details regarding competition events and scoring. There are four Powerline Technician (Journey person) Events and four Apprentice events. Each event showcases the skills of line-services employees while promoting safety, quality and proficiency.

ENMAX is thrilled to host this event, where the finest lineworkers from across North America come together to showcase their exceptional skills, dedication, and teamwork.

To all participants, we commend you for your commitment to excellence and safety in your daily tasks. Your participation highlights the importance of continuous improvement and camaraderie within our industry. As we gather here, let us remember the values that make this event special: respect for our competitors, respect for our judges, and the spirit of good sportsmanship. **Please remember to move to your next scheduled event within the allotted time of 20 minutes and take the first available pole.** Waiting for a specific pole will not be accommodated.

This event will proceed rain or shine. There will be a stop in competition if there is lightning or significant inclement weather in the area.

Competition Events

Journey person Powerline Technician Events:

- Pole Top Rescue
- Pole Climb Relay
- Transformer Change Out
- Journey person Obstacle Course

The Journey person Team consists of **three** Powerline Technicians (Substitutions will be determined and discussed on a case-by-case basis with the master judge)

Apprentice Events:

- Pole Top Rescue
- Pole Climb
- Hazard Removal
- Apprentice Obstacle Course

Apprentice events consists of **one** Apprentice competing on their own. Competitors must supply a Ground Support Person to assist on required events.

Support

If you have any questions about the content in this package, please contact rodeo@enmax.com. Thank you for your participation and good luck!

Scoring Overview

Scoring criteria shall be weighted in this order of importance: **Safety, Work Practice, Neatness/Ability, Equipment Handling**, and the **timely completion of the event**.

- Competitors will be charged demerits for infractions.
- In the event of a tie, refer to Tie Breaking Process on page 5.
- Competitors will continue to be judged after time stops until they have reached the ground for the following events:
 - Pole Top Rescue
 - Hazard Removal
 - Pole Climb Relay
 - Transformer Change Out
 - Obstacle Course
- Proper PPE is always mandatory (CSA/OSHA) approved glasses, boots and hard hat).
*****Wrists must always be covered; gauntlet gloves are recommended*****
- The Journeyperson Team and Apprentice winners will be announced, and the awards will be presented at the post-event dinner on Saturday night.

Judges / Judging

ENMAX Rodeo Judges will be comprised of ENMAX staff, safety personnel and external Subject Matter Experts. All registered competition teams must provide a judge for the Rodeo (one judge per team). A judge is not allowed to compete in the ENMAX Rodeo.

Judges and Event Judging Guidelines

Judges are encouraged to participate in an online information session the week prior to the ENMAX Rodeo and Safety Expo. More information to follow registration.

Judges must participate in an in-person information session the morning of the event to receive their Judge's package and schedules. At this time, judges will meet in groups to review the rules for their designated event to ensure scoring is consistent and accurate, and to answer any questions they may have.

Judges cannot judge teams or apprentices from their own organization.

ENMAX Rodeo & Safety Expo 2024 – Judges Information Session

Saturday, September 7, 2024

8:00 a.m. MST

[ENMAX South Service Centre](#)

Schedule

- Event descriptions are included in this document
- Journeyperson Team and Apprentice competitors will be provided a competition schedule in their registration package
- Journeyperson Teams will be randomly scheduled for each of the four different events and Apprentices for each of their four different events, with the final combined schedule reflecting a balanced event for all participants
- The schedule includes a place for a Master Judge to sign to allow a Team/Apprentice to do an event out of sequence in the case of backlogs

Score Sheet Procedure

Completing events in a safe manner is the most important element for each event. If any competitor arrives at the events with noticeable impairment, the competitor (or the entire team, if competitor is a Journeyperson) will be disqualified from the competition.

The overall winning Team/Apprentice will be the one with the lowest total demerits after completing all four Journeyperson Team or all four Apprentice events.

- All Team/Apprentices will have 0 demerits at the beginning of each event.
- Demerits will be added during the event for infractions. A more detailed list of the demerits can be found below.
- Each team must sign in at their scheduled competition event.
 - If more than 20 minutes has elapsed from their last event, they will incur 2 demerits.
- Each event must be **completed, verified, time stamped** and **signed off by a Judge** prior to the Team/Apprentice leaving the event.

General Infractions

2 Demerits
Including but not limited to:
Not arriving within 20 minutes from previous event
Loose hard hat/wearing hard hat backwards
Not wearing safety glasses/approved Safety footwear/safety gloves/gaff guards
Improper cover up / improper grounding
Hand-line operations while climbers ascending or descending, or improperly tied off while in use
Twisted hand line operation
Dropping tools/material with verbal warning

Hot-dogging - defined as a PLT being "out of control". Examples: Both gaffs out of the pole at the same time, drop steps, excessive uncontrolled speed. Always maintain one gaff in the pole.
Misuse of tools
PLT not wearing rubber gloves while using hot stick
Competitors climbing at the same time on the pole
Poor housekeeping - all tools must be placed back on tarp
Ground Support Person not communicating when entering or leaving work area (in the hole) – 2 demerits per infraction
Competitors wearing their spurs/climbers without gaff guards installed outside the work area
Hanging tools on phase conductors, neutrals, belt hooks, crossarms or safety straps
Improper sequence of part installation or following sequence of event guidelines
Exceed event mean time

5 Demerits

Including but not limited to:
Dropping tools/materials without verbal warning
Not adhering to dress code - Long-sleeved shirts are required. If shirt has buttons on the sleeves, they must be buttoned. Sleeves can't be pushed up or rolled up.
Hand line not attached to pole properly. It must be installed around the pole and hooked into the eye of the rope.

10 Demerits

Including but not limited to:
Not using hand line for sending material up and down the pole
Second person starts climbing before first person has completed their ascent and is buckled off; conversely, last person starts descent before first person down is off pole.
Failing to use proper fall arrest practices, as per your company's safety procedures.
Not having a safe work plan for the event. A safety tailboard/discussion shall take place before event starts. A Judge must hear it.
The Climber cuts out and comes to the ground.

Exceeding maximum event time

25 Demerits
(And disqualification from competition)

Including but not limited to:

Unprofessional or unsporting behavior.

Sabotaging or tampering with materials, tools or equipment on the Rodeo grounds.

Unapproved use of alternates during the events. See Master Judge for approved use of alternates during competition.

If any competitor arrives at the events with noticeable impairment, the competitor (or the entire team, if competitor is a Journeyperson) will be disqualified from the events.

Scoring disputes

- A Team/Apprentice has the right to contest the Judge's scoring.
 - If the Team/Apprentice disagrees with the event Judges, the Master Judge will have the final decision on whether demerits are valid.
 - If the Master Judge rules in the Team/Apprentice's favor, the additional demerits will be deducted from the original score.
 - If the original score stands, the Team/Apprentice will be penalized and incur an additional 2 demerits.
- Disputed scoring must take place immediately after the event is completed. There will be no reviews of scoring after the competitors have signed off and left the event site.
- The Master Judge will review and verify scores and determine the final score for each Team/Apprentice after all competitions are complete.

Tie-Breaking Process

- If there is a tie in the **Journeyperson Team category**, the team with the best/least accumulated time to complete all events will be declared the winner.
 - If a tie remains, scores from the Pole Top rescue event will be used as a tiebreaker. We will review demerits first and least accumulated time second.
 - If still tied, a coin toss will be used. The Team with the oldest average age of that day will pick heads or tails when the coin is in the air.
- If there is a tie in the **Apprentice category**, the Apprentice with the lowest accumulated time to complete all events will be declared the winner.
 - If a tie remains, scores from the Pole Top rescue event will be used as a tiebreaker. We will review demerits first and least accumulated time second.
 - If still tied, a coin toss will be used. The Apprentice with the oldest age of that day will pick heads or tails when the coin is in the air.

Tools/PPE

- Each competitor needs to bring their own climbers, body belt, hard hat, safety glasses, safety boots, gloves, long-sleeved shirt, coveralls, class 2 rubber gloves (for Journeyperson), and hand tools. Hand lines will be provided.
- P2 stick or attachment mandatory for opening/closing cutouts
- Hand lines are a tool provided but sheave must not be removed
- No modifications from manufacturer's design are allowed to tools and/or equipment.
- In all events, the last person who comes down the pole must be the one to lower the hand line.
- Petzl climbing hard hats are permitted
- Two primary belts allowed in conjunction with four D-ring climbing belt
- Outside of hand tools, you are only allowed to use the tools and materials provided at the event station

Tool Inspection

Tool inspections may be done prior to the competition to check for safe condition and alterations of tools, such as:

- Tape on straps
- Tapered cuts on straps
- Buckles filed
- Fingers cut out of gloves - rubber gloves may be inspected by Judge prior to required event.
- Elongated holes in straps and belts
- Improper gaff length
- Attempts to use insufficient or altered tools - 5 demerits
- The demerits will be added to the event that the Team/Apprentice is competing in at the time the altered tool is discovered

Journeyman Team Events

Journeyman Pole Top Rescue

Simulated Hot on a 40' Pole

Mean Time: 4 minutes

Event description

This event simulates that a PLT has been injured while working to change out a faulty disconnect. This is a 8 kV 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 it to the ground.

A safety tailboard/discussion shall take place before event starts and a Judge must hear it.

Prior to the 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. And extendo stick will be laying on the tarp.

The ground person will use the extendo to open the switch, and before the mannequin's feet makes initial contact with the ground, the ground person will pull the mannequin by its feet to lay gently on its back within the 10-foot work circle.

The lineperson's belts and hooks will be placed inside the 10-foot 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.

Three half-hitches is the only acceptable knot. The lineperson on the pole must call out "Headache!" loudly if any item is dropped. 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-foot Handline Kit).

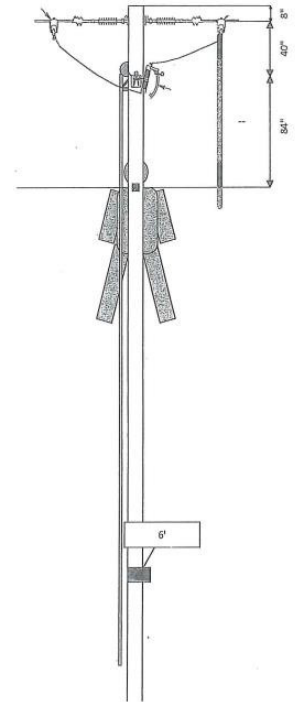
The OX Block must be used by engaging the friction bar with a minimum two wraps / three clicks on the friction bar gate. Contacting the pole is acceptable, but the mannequins will be lowered in a smooth and controlled descent to prevent hanging up on material. Time is over when the mannequin is on the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

The contestants will assist in hanging the mannequin for the next team.

Event Guidelines

- Time starts when the judge says “Go” while the team is outside the 10-foot work circle
- Journey person may only put their climbers and belt on in the work circle after time starts
- 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.”**
- The ground person 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.
- 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 using the shotgun stick from below the neutral.
- Both climbers will have to be on the pole and in position for the rescue.
- 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.
- The second climber will tie three half hitches under the mannequin’s arms prior to lowering the mannequin.
- The mannequin shall be lowered in a smooth and controlled manner to the ground.
- Mannequin contacting the pole is acceptable.
- Before the mannequin’s feet make initial contact with the ground, the ground person will pull the mannequin’s feet to lay gently on its back within the 10-foot work circle. Points will be deducted for allowing the mannequin to hit the ground too hard or the ground person not assisting the mannequin to the ground on its back.
- Time is over when the mannequin is on the ground and the ground person is on their knees and touches the mannequin’s chest to prep for CPR. Ground person shall be kneeled down next to the mannequin’s chest so that CPR could actually be done.
- The knots and or handline SHALL NOT be adjusted by the ground person. Only incidental contact is allowed.

- Judges will use a three-inch PVC conduit between the rope and the mannequin to evaluate the looseness of the knot.
- Points will not be deducted for a “too tight knot,” only for a “too loose knot.”
- One or both climbers will remain on the pole to assist with restoring the event for the next competitors.



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

Poles will be framed as follows:

- Single phase primary double dead-end in the 8-inch hole from the top of the pole (8 kV).
- Closed disconnect on a switch bracket located 40 inches from the deadend bells on the opposing pole from the neutral.
- A shotgun stick will be locked in the eye of the lineside hotline clamp.
- The OX Block handline is hung on the backside of the switch bracket on the same side as the neutral and the OX Block must remain there during rescue.
- Neutral conductor will be located 84 inches below switch bracket.
- Mannequin will be hung just above the neutral bolt on the same side of the pole as the neutral.

Journeyman Pole Top Rescue Demerits

All General 2-point, 5-point, 10-point and 25-point infractions apply

Event specific – 2-point infractions

- Cutout or slip on the pole but does not fall to the ground or neutral (one gaff out of pole and out of control)
- Climber begins to ascend the pole while the stick is still in contact with the barrel
- Ground person adjusting knots/rope
- Failure to make two wraps / three clicks on the friction bar of the OX Block before cutting safety
- Feet of the mannequin makes initial contact with the ground
- Failure for the ground person to get into position (kneeling beside the victim) to prepare to give CPR
- Failure to place the stick finger in the ring of the fuse barrel when opening or closing
- Failure to have all fall restraint buckles buckled and all safeties clipped in D-rings at start of event
- Failure to tie three half hitches properly
- Failure to report that emergency call has been made and emergency responders are on the way

Event specific – 5-point infractions

- Mannequin hitting the ground with force
- Knot tied too loose (3-inch PVC pipe will be used to gauge)

Event specific – 10-point infractions

- If after transitioning above the neutral either climber cuts out and falls to the neutral.
- Contact with the pole with any body part other than the rubber gloved hand prior to opening switch barrel
- Contact with ungrounded and uncovered conductor (other than rubber gloved hand)
- Not cutting belt in correct location
- Incorrect knot used
- Not wearing rubber gloves ground to ground

Event specific – 25-point infractions

- Dropping mannequin
- Contacting energized conductor

Team Pole Climb Relay

On a 40-foot pole

No mean time

Event description

The purpose of this event is to exhibit your skills to follow the guidelines of this event while climbing the pole safely, smoothly and professionally without breaking the egg. This is a two-person event with the climbers climbing the pole separately.

A safety tailboard/discussion shall take place before event starts and a Judge must hear it.

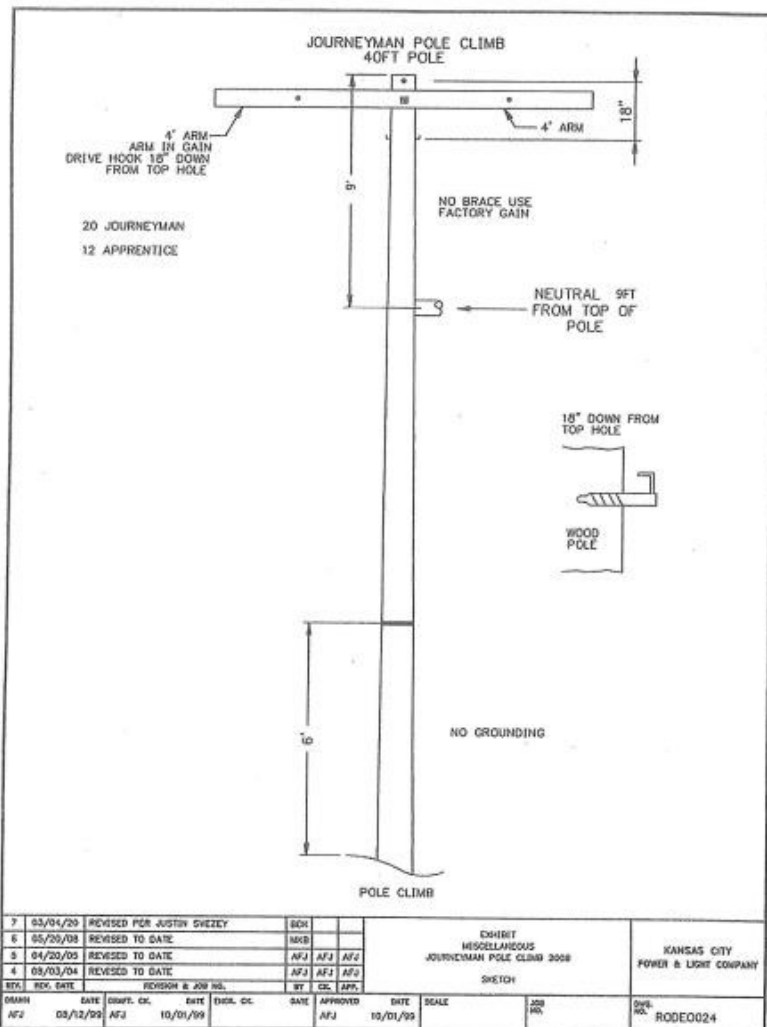
The climber will select their bucket and egg that they will carry up the pole. The egg will be placed in the bucket with nothing else in the bucket. There will be an empty bucket hanging by a drive hook at the top of the pole. There will also be a rubber hose on the neutral for the climber to move to the other side of the pole while ascending and descending the pole.

Once climbing to the top of the pole the climber will buckle off and sit back in the belt from the pole. The competitor will remove the empty bucket and aim to drop it in the 10-foot work circle and drop it to the ground with a verbal warning. The climber will put the egg in their mouth, hang the new bucket on the drive hook and begin their descent down the pole without breaking the egg. After again buckling off below the neutral and moving the hose back to the other side of the pole, climber will carefully and smoothly descend the pole to the ground.

Time will be paused when the climber's first foot hits the ground. The climber must be in control at all times and there can be no hot-dogging or freefall allowed. There will be a 10-point deduction for cracking the egg.

Event guidelines

- Time will start at the judge's signal go with the line person standing at arm's length from the pole.
- Proper work gloves must be used ground to ground.
- No competitor will be allowed to start with their safety strap in their hand or around the pole.
- While buckled off, climber will sit back in their belt, take the bucket off the drive hook and drop it in the 10-foot work circle below after giving verbal warning.
- Climber will then put the egg in their mouth, hang the new bucket from the drive hook and begin to descend the pole while not breaking the egg.
- The climber will once again stop below the neutral and buckle off.
- While buckled to the pole, line person will move the rubber hose back from one side of the pole to the other.



- Climber will once again descend the pole all the way to the ground.
- Time will be paused when the climber's first foot hits the ground.
- The climber will take the egg out of their mouth, show it to the judge by rolling it around on all sides until the judge is satisfied it is not cracked.
- First Climber will exit the work area.
- Second Climber will enter the work area, dons their climbers and ready themselves by standing at arm's length from the pole.
- Time will be unpaused at the judge's signal go.
- Second Climber will the repeat the events tasks.
- Time will stop when the second climber's first foot hits the ground.
- The climber will take the egg out of their mouth, show it to the judge by rolling it around on all sides until the judge is satisfied it is not cracked.

Pole Climb Relay Demerits

All General 2-point, 5-point, 10-point and 25-point infractions apply

Event specific – 2-point infractions

- Cutout or slip on the pole but does not fall to the ground or neutral (one gaff out of pole and out of control)
- Failure to move rubber hose properly
- Missing the target zone with the basket
- Wearing climbers or belt outside work area

Event specific – 10-point infractions

- If after transitioning above the neutral the climber cuts out and falls to the neutral
- Failure to properly restore event to the judge's satisfaction
- Cracking or denting the egg while ascending and descending the pole

Journeyman Obstacle Course

Mean time: 15 Minutes

A safety tailboard/discussion shall take place before event starts and a Judge must hear it.

Teams will start in starting area with no climbing gear on. At the Judge's word "Go" time will start, and:

- Ground Support Person will extend the telescoping switch stick and open the fuse barrel on the lower cross-arm then retract the telescoping stick returning it to the tarp. (Rubber Gloves are optional for this step)
- Climber 1 dons their gear but does not ascend the pole until the Ground Support Person returns the telescoping stick to the tarp

Once telescoping stick is returned to tarp, Climber 1 ascends the pole into position below the switches. They call for the P2 switch stick which is given to them via the hand line. They remove the fuse barrel from the switch and place the fuse barrel in the other switch using the P2 stick and rubber gloves (opposite side). Then returning the P2 stick down the handline.

Climber 1 then ascends into position to move the pin and insulator (using proper Fall Arrest methods). Once in position at the second cross-arm, Climber 1 moves the pin and insulator from one end of the cross-arm to the opposite end properly securing it in place. Once Climber 1 has completed the pin and insulator move:

- Climber 2 can start to don their gear
- Climber 1 descends the pole (using proper Fall Arrest) all the way to the ground. Once off the pole,
- Climber 2 ascends pole (using proper Fall Arrest) to the top cross-arm

Once Climber 2 is in position at the top cross-arm, they will move the hot line clamp on the wire from one side of the conductor to opposite side of the insulator on the same conductor, properly installing it beyond the indicator mark using the P2 stick and rubber gloves.

Climber 2 then descends to the ground (using proper Fall Arrest). Once Climber 2's first foot contacts the ground, the Ground Support Person can grab the telescoping stick and close the switch (previously moved fuse barrel). Time will stop once the switch door is closed.

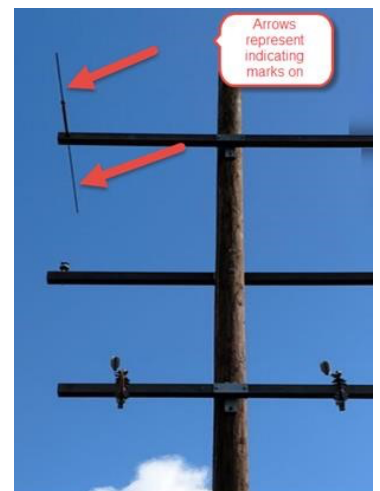
Event Rule:

The Ground Support Person must attempt to open or close the switch for three minutes. After three minutes has passed the team can decide to pass on the fuse barrel operation, opting for a 5-point demerit instead.

- Passing on open – Climber 1 will open switch with P2 stick and then transfer fuse to the other switch
- Passing on close – opting for a 5-point demerit instead - time stops and is recorded. The team is still judged but will have to close the fuse barrel with either telescoping stick or climb up and use P2 stick
- Judge will announce times at:
 - Three-minute mark
 - Climber 2 contacting ground
 - Three-minutes after Climber 2 contacting ground

• The Ground Support Person will do groundwork

- Time starts at the judge's "Go" signal
- Journeyman must be belted prior to ascending pole and be belted at all times (using proper Fall Arrest)
- Only one climber on the pole at a time
- Team is responsible for properly installing and removing the handline (see rules general)



Materials Supplied:

- 1 Hot Line Clamp
- 1 Telescoping Switch stick
- 1 P2 Switch stick
- 1 Handline

Journeyperson Obstacle Course Demerits

All General 2-point, 5-point, 10-point and 25-point infractions apply

Event specific – 2-point infractions

- Over-extension and over-exertion

Event specific – 5-point infractions

- Not informing the judges that they are going to make the cut-out energized.

Transformer Change Out

Mean Time: 20 Minutes Total Maximum Time: 30 Minutes

This event consists of replacing a transformer on a three-phase installation. New transformer is ready for installation and tools/equipment are laid out.

A safety tailboard/discussion shall take place before event starts. A Judge must hear it.

The following steps apply:

- All equipment should be checked before the event starts to ensure no tangles in the rope blocks.
- Competitors may have their gear on before time starts.
- Time starts when Team's person in charge signals, they are ready.
- Only one journeyman can climb at a time.
- The hand line will be attached to the structure when equipment or material is being raised or lowered.
- The cut-out barrel is to be lowered to the ground for re-fusing.
- The jumper from the phase to the top of the cut-out is to be disconnected from the phase during the transformer change-out.
- Transformer secondary and neutral leads will be disconnected at the transformer connections. Crew must guard against back-feed by using Class 2 rubber gloves to remove secondary leads from transformer and tape exposed conductor.
- Transformer is to be lowered and new transformer raised using rope blocks and a transformer gin. Watch for crew communication and smooth controlled lift.
- Competitor must check nameplate on transformer.
- Crew to correctly connect primary and complete voltage check using Class 2 rubber gloves.
- Once voltage check has been completed the cut-out door must be opened and primary riser removed from the phase before secondary is connected.
- Crew completes secondary connections, reconnects primary riser to phase and closes cut-out door.
- Time stops when both competitors are on the ground.

Materials supplied:

- Transformer gin
- Rope blocks
- Fuses
- Grip-all stick (shotgun)
- Replacement transformer
- Volt meter
- Tool bucket (nose bag)
- Hot Stick with the P2 attachment.
- Tape

Transformer Change Out Demerits

All General 2-point, 5-point, 10-point and 25-point infractions apply

Event specific – 5-point infractions

- Not using appropriate gloves to remove tape or ground secondary leads from transformer
- Transformer gin too high. (Limits of Approach)
- Care and control when raising and lowering transformer

Event specific – 10-point infractions

- Failing to check nameplate.
- Failing to perform voltage checks.
- Failing to remove primary riser before connecting secondary leads.

Event specific – 25-point infractions

- Touching energized primary phase

Apprentice Events

Apprentice Pole Top Rescue

Total Maximum Time: 4 Minutes

Event description

Time starts at the judge's signal with the apprentice standing at an arm's length from the pole wearing proper work gloves. The apprentice's belt and hooks will be lying on the ground beside him, safety strap snapped into D-rings and belt unbuckled. No belt will be allowed to be placed on or around the pole. The climber may only put their belt on and climb on in the work circle after time starts.

Looking at the pole from the cross-arm side, the hand line will be hung on the right side of the arm by the Becky, just 5" beyond the cross-arm brace. Hand line may not be adjusted before performing the rescue. The neutral will be approximately 9' from the top of the pole on the left hand side of the pole. mannequin will hang in the center of the pole on the cross-arm side.

The apprentice must properly use the Buckingham Ox Block and attached handline to lower the mannequin.

The apprentice must take a minimum of two wraps/ 3 clicks around the friction bar of the ox-block.

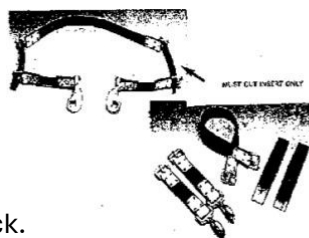
Failure to take two wraps on the friction bar in the apprentice pole top rescue will result in two demerits. The apprentice will not be allowed to throw the handline over the cross arm to lower the mannequin.

The mannequin 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.

Be sure to call out "Headache" or similar warning loudly if you drop any part of the Ox Block hand line such as the hook or snap. The handline hook or snap must land in the circle of wood chips at the base of the pole.

You must cut the insert in the belt. The mannequin should be moved smoothly to the ground, without contacting the pole and not hitting the ground too hard.

Time is over when the mannequin is on the ground and the rope is slack.



Event guidelines

- Time starts at the judge's signal (Go) with the apprentice standing at an arm's length from the pole wearing proper work gloves. (See Tools Section in the General Rules)
- The climber will ascend the pole to the neutral and buckle off below the neutral.
- The climber will move the hose from one side to the other and then transition above the neutral to continue ascending the pole to get in position to perform the rescue.
- Climber will separate the handline and drop one end of the line after giving verbal warning. The hand line hook or snap must land in the circle of wood chips at the base of the pole when dropped. The mannequin 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.
- The apprentice must take a minimum of two wraps around the friction bar of the ox-block. Failure to take two wraps on the friction bar in the apprentice pole top rescue will result in a two-point deduction.
- Climber must cut the insert in the belt. The mannequin should be moved smoothly to the ground.
- Time is over when the mannequin is on the ground and the rope is slack.
- Mannequin's initial contact with ground must be within the work circle.
- Judges use a 3" PVC conduit between the rope and mannequin, to evaluate the rope knot. Points will not be deducted for a "too tight knot" but points will be deducted for a "too loose knot".
- Although time has stopped, climber will continue to be judged until the event is restored. Climber will assist in re-hanging the mannequin.



Apprentice Pole Top Rescue Demerits

All General 2-point, 5-point, 10-point and 25-point infractions apply

Event specific – 2-point infractions

- Failure to make two wraps / three clicks on the friction bar of the OX Block before cutting safety
- Failure to tie three half hitches properly

Event specific – 5-point infractions

- Mannequin hitting the ground with force
- Knot tied too loose (3-inch PVC pipe will be used to gauge)

Event specific – 10-point infractions

- Not cutting belt in correct location (see insert)
- Incorrect knot used

Event specific – 25-point infractions

- Dropping mannequin
- Contacting energized conductor

Apprentice Pole Climb

Total Maximum Time: 2 Minutes and 30 Seconds

A safety tailboard/discussion shall take place before event starts and a Judge must hear it.

The climber will select their bucket and egg that they will carry up the pole. The egg will be placed in the bucket with nothing else in the bucket. There will be an empty bucket hanging by a drive hook at the top of the pole. There will also be a rubber hose on the neutral for the climber to move to the other side of the pole while ascending and descending the pole.

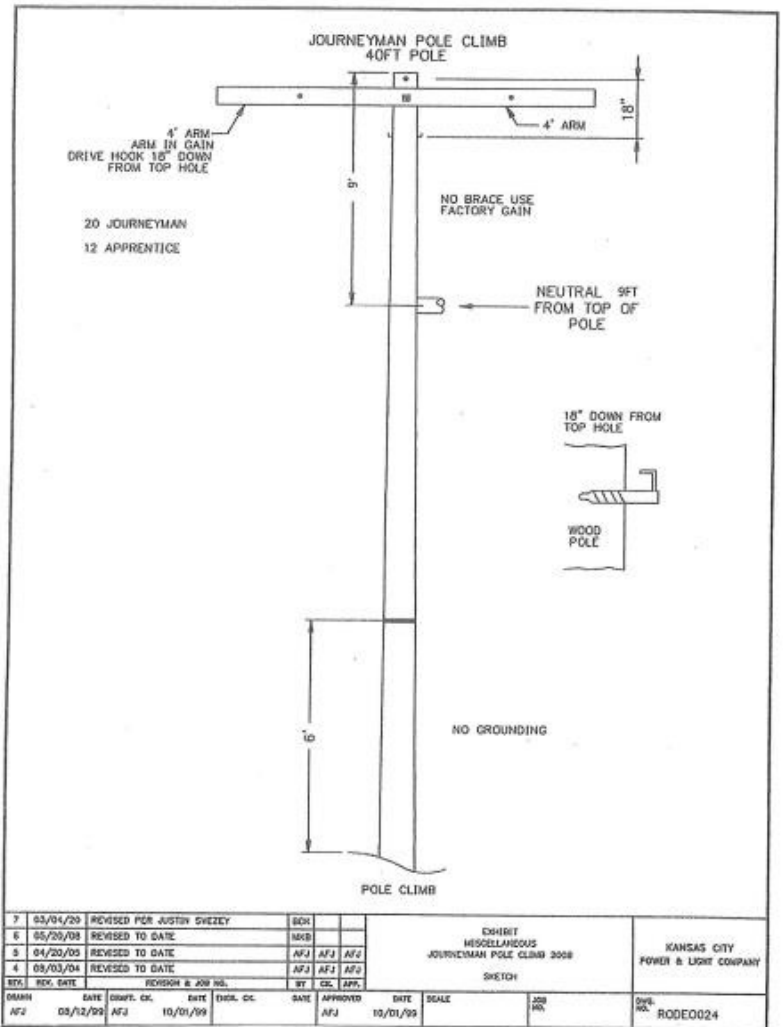
Once climbing to the top of the pole the climber will buckle off and sit back in the belt from the pole. The competitor will remove the empty bucket and aim to drop it in the 10-foot work circle, and drops it to the ground with a verbal warning. The climber will put the egg in their mouth, hang the new bucket on the drive hook and begin their descent down the pole without breaking the egg. After again buckling off below the neutral and moving the hose back to the other side of the pole, climber will carefully and smoothly descend the pole to the ground.

Time will stop when the climber’s first foot hits the ground. The climber must be in control at all times and there can be no hot-dogging or freefall allowed. There will be 10 demerits for cracking the egg.

Event guidelines

- Time will start at the judge’s signal go with the line person standing at arm’s length from the pole.
- Proper work gloves must be used ground to ground.
- No competitor will be allowed to start with their safety in their hand or around the pole.
- While buckled off, climber will sit back in their belt, take the bucket off the drive hook and drop it in the 10-foot work circle below after giving verbal warning.
- Climber will then put the egg in their mouth, hang the new bucket from the drive hook and begin to descend the pole while not breaking the egg.
- The climber will once again stop below the neutral and buckle off.

- While buckled to the pole, line person will move the rubber hose back from one side of the pole to the other.
- Climber will once again descend the pole all the way to the ground.
- Time will stop when the climber’s first foot hits the ground.
- The climber will take the egg out of their mouth, show it to the judge by rolling it around on all sides until the judge is satisfied it is not cracked.



Apprentice Pole Climb Demerits

All General 2-point, 5-point, 10-point and 25-point infractions apply

Event specific – 2-point infractions

- Cutout or slip on the pole but does not fall to the ground or neutral (one gaff out of pole and out of control)
- Failure to move rubber hose properly
- Wearing climbers or belt outside work area
- Missing the target zone with the basket

Event specific – 10-point infractions

- If after transitioning above the neutral the climber cuts out and falls to the neutral
- Failure to properly restore event to the judge's satisfaction
- Cracking or denting the egg while ascending and descending the pole

Apprentice Hazard Removal

Mean Time: 10 Minutes | Total Maximum Time: 15 Minutes

This event is designed to test the standard ability for an Apprentice Powerline Technician to properly isolate an energized transformer so that they can safely remove a trapped cat from the top of the transformer.

Competitors are exempt from using Rubber Gloves for this event.

A safety tailboard/discussion shall take place before event starts. The event Judge must hear the tailboard.

The following steps apply:

- Time starts at the Judge's signal with the climber standing at an arm's length from the pole, with climbing gear on.
- The climber will climb the pole and isolate the transformer by opening the cut-out with the P2 attachment and removing the primary riser with the Grip-all Stick. Secondary leads will be removed and taped.
- The climber will then climb to the top of the transformer, remove the cat and lower it to the ground in a nose bag.
- Once the cat has been removed, the transformer is re-energized using proper procedures.
- The Judge calls time when the transformer has been energized.
- The climber will return the cat to the top of the transformer, attach it with a Velcro strap and then descend the pole. Judging will continue until the climber is on the ground.

Materials supplied:

- Nose Bag
- P2 Hot Stick
- Grip-all Stick (Shotgun)
- Hand line

Apprentice Hazard Removal Demerits

All General 2-point, 5-point, 10-point and 25-point infractions apply

Event specific – 5-point infractions

- Improper transformer connection/dis-connection sequence

Apprentice Obstacle Pole Climb

Mean Time: 10 Minutes | Total Maximum Time: 15 Minutes

Proper climbing technique is an essential apprentice PLT skill. This event combines climbing and the proper use of fall protection equipment. It also demonstrates how the apprentice PLT is required to maneuver around the pole. The climber must climb about the final arm before using the P2 stick on the top arm.

A safety tailboard/discussion shall take place before event starts. A Judge must hear it.

The following steps apply:

- The competitor has all their gear on. Time starts when the Judge says “Go”.
- The competitor climbs up to the first crossarm with a piece of rope resting on each end. The competitor must tie a square knot on each rope.
- The competitor proceeds to climb to the next crossarm. There they remove the insulator with pin and install it on the opposite side of pole and opposite end of the crossarm.
- The competitor proceeds to climb to the next crossarm. There they remove the dead-end insulator and install it on the opposite side of pole and opposite end of the crossarm, securing it.
- The competitor proceeds to climb above the next crossarm. A fuse is hanging down from the cut-out. Using the supplied P2 fusing stick, the competitor removes the barrel from the cut-out, spins around the pole, and using the supplied fusing stick, hangs the barrel in the opposite cut-out. Before they close the cut-out, they must inform the Judge they are going to make the cut-out live. They then close the cut-out. They will inform the Judge and re-open the cut-out for the next competitor.
- Competitor lowers fusing stick to the ground.
- The competitor climbs down to the first/lowest crossarm and unties the square knots leaving rope in arm.

Time stops when the first foot contacts the ground.

Materials supplied:

- P2 Hot Stick
- Hand line

Apprentice Obstacle Pole Climb Demerits

All General 2-point, 5-point, 10-point and 25-point infractions apply

Event specific – 5-point infractions

- Failing to climb above to last set of crossarms
- Not informing the Judges before cut-out energization