

**CARILEC**  
An Association Of Electric Energy Solution Providers

# Lineworker Rodeo Manual



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# **LINEWORKERS RODEO INSTRUCTION MANUAL**

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# CARILEC LINEWORKERS RODEO INSTRUCTION MANUAL

## OBJECTIVE OF THE LINEWORKERS RODEO

The purpose of the Lineworker Rodeo is to recognize the profession of line work and to demonstrate the aspects of safety, skills and education of lineworkers. The Lineworkers Rodeo is designed for the participation of persons who are either active or inactive in the lineworker trade.

## Definitions

### Experienced lineworker

Experienced Lineworkers are persons trained to perform line work with over 4 years of working experience. Experienced lineworkers shall compete as a 3-member team.

### Apprentice

A participant with not more than 4 years of experience practicing as a lineworker. An apprentice shall compete as a single person for all events.

### Ground-person

A ground-person is the non-climbing participant of the team. He/she will be allowed to climb if one of the climbers becomes unable to continue as a climber for any reason. Unless used for authorized substitution, he/she will remain a Ground-person for all events where applicable.

### Substitute

A person who will be substituted only to perform as a ground-person if a team member cannot continue the competition as a climber.

### Host Utility Ground Staff

Persons assigned the responsibility to move materials and equipment during the competition.

### Scoring group

The Scoring Group is the team of persons responsible for collating all the event results.

### Master judge

A person who is assigned the responsibility to manage the competition and to co-ordinate event activities

### Chief Judge

A person or persons who is/are assigned the responsibility to manage the activities of the event judges and to approve score sheets.

### Event Judges

Persons assigned to judge each competition event.

### Runners

Persons assigned the responsibility to transport scoring sheets between events stations and scoring booths.

# ROLES AND RESPONSIBILITIES OF JUDGES AND TEAMS

## MASTER JUDGE

1. There will be one Master Judge for all events of the competition.
2. The Master Judge will be the final adjudicator of ALL the events.
3. Identify which teams have completed
4. What events are still pending for the teams
5. Share that information with the announcers so the upcoming teams can prepare for the next events

## CHIEF JUDGES

1. There may be more than one Chief Judge for the competition.
2. He/she will certify completion of each event
3. He/she will manage disputes/protests that cannot be resolved between competitors and event judges.
4. He/she will watch for inconsistencies in judging and bad or unfair calls
5. He/she will record the exit time of the participant, sign the score sheet and dispatch it to the Scoring Group promptly.
6. Any one of the chief judges can sign the score sheets.

## EVENT JUDGES

1. Event judges are responsible for judging each individual events.
2. Event Judges must not judge a team from their own Utility/Country.
3. Event Judge will time each participant / event and record the appropriate points for infractions.
4. Event judges must complete score sheets and deliver to the Chief Judge for the respective Event.
5. All events must be judged by Event Judges.
6. Event judges must perform their responsibilities in a fair and honest manner.
7. Event judges must show respect to competition officials and competitors.
8. Event judges will perform their roles in accordance to the rules and guidelines established for the competition. Particular attention must be given to **SAFETY OF PERSONNEL**, best work practices, neatness and ability, equipment handling and timely completion of the event.
9. Event judges report to chief judges and not Master Judge.

**Note:** Any judge / competition official who displays disrespectful behavior during the competition will be referred to a panel comprising the master judge, chief judge and event judge who will adjudicate the case in consultation with the aggrieved parties and the representative for the respective utility. Penalty can range from warning to discontinuation of his/her role in the competition.

## Runners:

1. Double check score sheets ascertain that score sheets are signed by event judges
2. Ensure event judges' names are on the score sheets
3. Take score sheets from event judges to Chief judges/Master judge
4. Take the scores sheets from the Chief judges/Master judge to the scoring group.

**NOTE: HOST UTILITY TO PROVIDE RUNNERS AND GROUND STAFF FOR THE EVENTS.**

**Scoring Group:**

1. To Input data into scoring database, tabulate scores and issue score results
2. Scorer will verify accuracy of score sheets.
3. Ensure calculations and time entries are correct in terms of infractions.
4. Return score sheet to runner if there are any inaccuracies or missing information.

**COMPETITORS**

1. Competitors have a maximum of 5 minutes to ask questions and lay out their tools before commencement of each event.
2. Competitors may ask the Event Judge questions before the event begins, but not while he/she has started an event.
3. Competitors shall show respect to competition officials and other competitors
4. All competitors shall compete in a fair and honest manner
5. Competitors shall compete in accordance to the rules and guidelines established for the competition. Particular attention must be given to **SAFETY OF PERSONNEL**, best work practices, neatness and ability, equipment handling and timely completion of the event.

Note: Any competitor / team who displays disrespectful behavior to a judge, other competitors or competition officials will be penalized. A panel comprising the master judge, chief judge and event judge who will adjudicate the case in consultation with the aggrieved parties and representative of the respective utility. Penalty can range from points deduction to disqualification.

## **REGISTRATION RULES**

1. Teams must register together.
2. After registration, the enrollment package will be given to each registered team. It will have all the standard items such as an agenda for all events, schedule for the team and the event descriptions.
3. All participants will be given a tag with his/her name and participant number.
4. Experienced Lineworker teams will be given a team number.
5. The Ground-person must be clearly identified before the start of the competition. Final selection of ground-person is irreversible once the competition has started.

## **COMPETITION RULES**

### **• SUBSTITUTION**

1. If a person is injured, ill or unable to continue an event for a valid reason; he/she will be barred from continuing the competition for the rest of the events. The team can make a request for the person designated as a substitute to replace that person.
2. Only one (1) substitution per team is allowed.
3. A substitute person must have the same qualification as the person who is being substituted

### **• PROCEDURE FOR SUBSTITUTION**

1. The team shall notify the Chief Judge (of the current event) about the injury and where the incident occurred.
2. If the illness or injury results in the team not completing an event because a substitute is not registered or choose not to use the substitute for this event, they will not receive a score for that event.
3. The request for a substitute should be made to the Chief Judge at the event site where the incident occurred.
4. When the substitute replaces the original team member, the Substitute officially becomes an active team member.
5. The judge stops the event and the clock to allow a substitution to take place. Upon resumption of the event, the judge continues the time and the event from where it was stopped.

### **• SCORING**

1. A score sheet will be used for each event.
2. The participant number and the team number must be shown on each score sheet.
3. Scoring for Hurt-man rescue and Speed Pole Climb events will be done on the basis of one team member representing the entire team.
4. After event completion, the Event Judge must sign the scoring sheet and pass it to the chief judge.
5. The Chief Judge will review the score sheet, sign and hand it over to the Scoring Officials.
6. The Chief Judge will have a list with participant's names and number IDs to verify individuals as they come through the events.

7. Best time taken to complete an event will be used to determine winner of an event when score points are tied.
8. If a team or competitor forfeit's an event whether before or after start time, a penalty of 100 points shall apply.

- **SCORING OFFICIALS**

1. The event judges will total and sign the scoring sheet, after which it will be passed to the Chief judge
2. The chief judge will validate and sign the scoring sheet
3. The Scoring sheet will then be finalized and signed by the group responsible for proof-checking the score sheet.
4. In the event there is a discrepancy on the scoring sheet, the group responsible for proof-checking will refer back to the chief judge for that event for resolution.
5. If the case cannot be resolved by the chief judge, the case will be referred to the master judge who will make the final decision.
6. The final decision will then be communicated to the competitor/team.
7. The scores will then be entered into the scoring database and then published on the notice board.

- **TOOLS REQUIREMENT**

The following are the tools/equipment that participants are required to provide

1. Climbing belt & spur
2. Harness
3. Equipment for second point of attachment when going over obstacles (example – additional pole strap, lanyard, buck squeeze, easy squeeze, jelco, etc)
4. PPEs (helmet, safety glasses, long-sleeved shirt, work gloves with a gauntlet, 15KV rubber gloves (minimum) with protectors, climbing / safety boots)
5. Lineworker hand tools
6. Hand lines and tool bags.

The following are the tools/equipment that will be provided by the hosting utility

1. Hot/telescopic/grip-all sticks
2. Mannequins
3. All tools and equipment required for the mystery event

- **TOOL INSPECTION**

Random tool inspections will be done throughout the day to check for safe condition and alterations of tools such as:

1. Tape on pole piece or climbing straps
2. Tapered cuts on straps
3. Buckles filed
4. Fingers cut out of gloves – Rubber gloves will be inspected at each climbing event for all participants
5. Elongated holes in straps and belts
6. Improper gaff length

## **EVENT RULES**

### **A. CONTESTING A CALL**

1. Only a person affected by a call can contest same, i.e. the affected competitor/s must be the one to protest a call. It must be directed to the event Judge at the event station before the team leaves the station.
2. Help from spectators or another competitor when contesting a call will result in the competitor/s being disqualified for the event with a penalty of 100 points.
3. If the Chief Judges upholds the event judge's ruling the team will be penalized ten (10) points.

### **B. TOOLS**

The tools brought for the competition by teams and participants should meet the following requirements:

1. The handline must have a pulley in it and must be a minimum of ½" in diameter.
2. All knives must either be folded or properly sheathed while not in use. Exposed blade in a tool bag or pouch on the climbing belt is considered as a safety issue or misuse of tools.
3. In all events the last person who comes down the pole must be the one to drop the handline.
4. Hooks / Gaffs shall not be worn outside the work area. The work area is the circle around the pole. Gaffs should be covered with approved gaff guards when not in use.

### **C. SAFETY EQUIPMENT**

1. Helmets and safety glasses are required for all participants once inside the designated work area.
2. Work gloves are required any time work is being performed.

### **D. DESIGNATED WORK AREA**

1. The designated work area for the Pole Speed Climb will be an 8' radius around the pole
2. The designated work area for Hurtman Rescue will be a 8' radius around the pole base
3. The designated work area for all other events will be a 10' radius around the pole base.

## RODEO EVENTS

### 1. **Experienced Lineman's Events:**

- i) Hurt-man Rescue (Team/individual Event)
- ii) Pole Speed Climb (Team/individual Event)
- iii) Equipotential (Personal Ground) Ground Installation (Team Event)
- iv) HT Fuse Cutout Installation (Team Event)
- v) Mystery Event (Team Event)

### 2. **Apprentice Events:**

- i) Hurt-man Rescue (Individual event)
- ii) Pole Speed Climb (Individual event)
- iii) Equipotential (Personal Ground) Ground Installation (Individual event)
- iv) HT Fuse Link Replacement (Individual event)
- v) Mystery Event (Individual event)

## Infraction Definitions

### General Infractions – Two Point Infractions

Infraction	Description
1. Climber working or hand line operation on pole while other man is un-safely tied	No work, hand line operation or climbing while either climber is ascending or descending the pole or un-safely tied.
2. Safety Strap Infraction	No free hand climbing will be allowed. Safety strap must be worn at the commencement of every climb. A second lanyard shall be used to cross over objects.
3. 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 tied to the rope or hung on the open hook of the hand line. Hand line could be hung above work area.
4. Misuse of tools or the use of the wrong tool	Tools must be used for their intended purpose and not altered from manufactures specifications. (Example; Using a wrench as a hammer)
5. Poor cooperation / communication between team members	Arguing or otherwise displaying discontent with other team members causing poor cooperation / communication.
6. Cutout or slip on pole	Cutout or slip is defined as one <u>or more</u> gaffs out of the pole and sliding on the surface of the pole <u>out of control</u> .
7. Failure to keep tools and materials in work area	All tools and materials must be completely within the work area.
8. Failure to wear hard hat properly at all times	Hardhats must be worn with chin strap with visor over face and not over the neck.
9. 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.
10. Failure to wear work gloves which is equipped with a gauntlet, when work gloves are required.	All team members must wear work gloves (Leather based) with a gauntlet at all times while they are performing work or handling tools or materials. <b>(Work glove gauntlet must cover the wrist).</b>

<p>11. Hanging tools or materials on structure, conductor or safety strap</p>	<p>Tools or materials can only be hung on the open hand line hook or in tool bags hung on the open hand line hook.</p>
<p>12. Poor housekeeping</p>	<p>Tools or materials must not be placed in a pile or directly under workman at the foot of the pole.</p>
<p>13. Not completing within mean time for an event ( XX min)</p>	<p>Failure to complete before mean time elapses.</p>
<p>14. Not completing when upper time has elapsed (XX mins)</p>	<p>Exceeding mean time but completing before upper time elapses</p>
<p><b>15. Others</b></p> <ul style="list-style-type: none"> <li>• Improper hand line procedure: The first man up the pole should take hand line and the last man on the pole should drop the hand line. Hand-line should be properly wrapped and attached to lineman body belt or can be dropped loose while climbing, provided that the groundsperson does not handle the handline before the climber is in working position. Any other order will be an infraction.</li> <li>• Hard hats that are improperly adjusted and having to be continually repositioned causing participant distraction.</li> <li>• Not wearing safety glasses: All participants need to wear safety glasses while inside the event area.</li> <li>• 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 blade</li> <li>• Walking around with gaffs exposed</li> </ul>	<p>Infractions that have a low occurrence will be shown here with a brief description.</p>

## Ten Point Infractions

Infraction	Description
1. Failure to use hand line for raising and lowering tools and materials, dropping tools and materials.	The intent of this infraction is to deduct points tools and materials dropping from the pole to the ground or thrown from the ground to the worker on the pole.
2. Second man starts to climb before first man is safely tied off	The first experience lineman up the pole must be safely tied off before the second experience lineman starts climbing the pole.
3. Alter / modify tools	Tools should not be altered / modified from manufacturer's specifications.
4. Dropping or losing hard hat	Hard hats must be worn at all times while inside the event area. This applies to all team members or apprentices. Chin strap must be worn with hard hat with visor pointing forward over the face.
5. 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.	
6. Ascending or descending the pole while other climber is working or un-safely tied.	
7. Not using hand line or material bag for sending material up and down the pole.	
8. Not following event procedure	
9. Violation of limits of approach	
10. FALL RESTRAINT/PROTECTION NOT USED	
11. Materials/equipment fall to the ground.	
12. Improper return of handline to ground	Dropping handline before sheave is lowered to the ground.
13. <b>5 minutes late for event</b>	

### 50 Points infraction

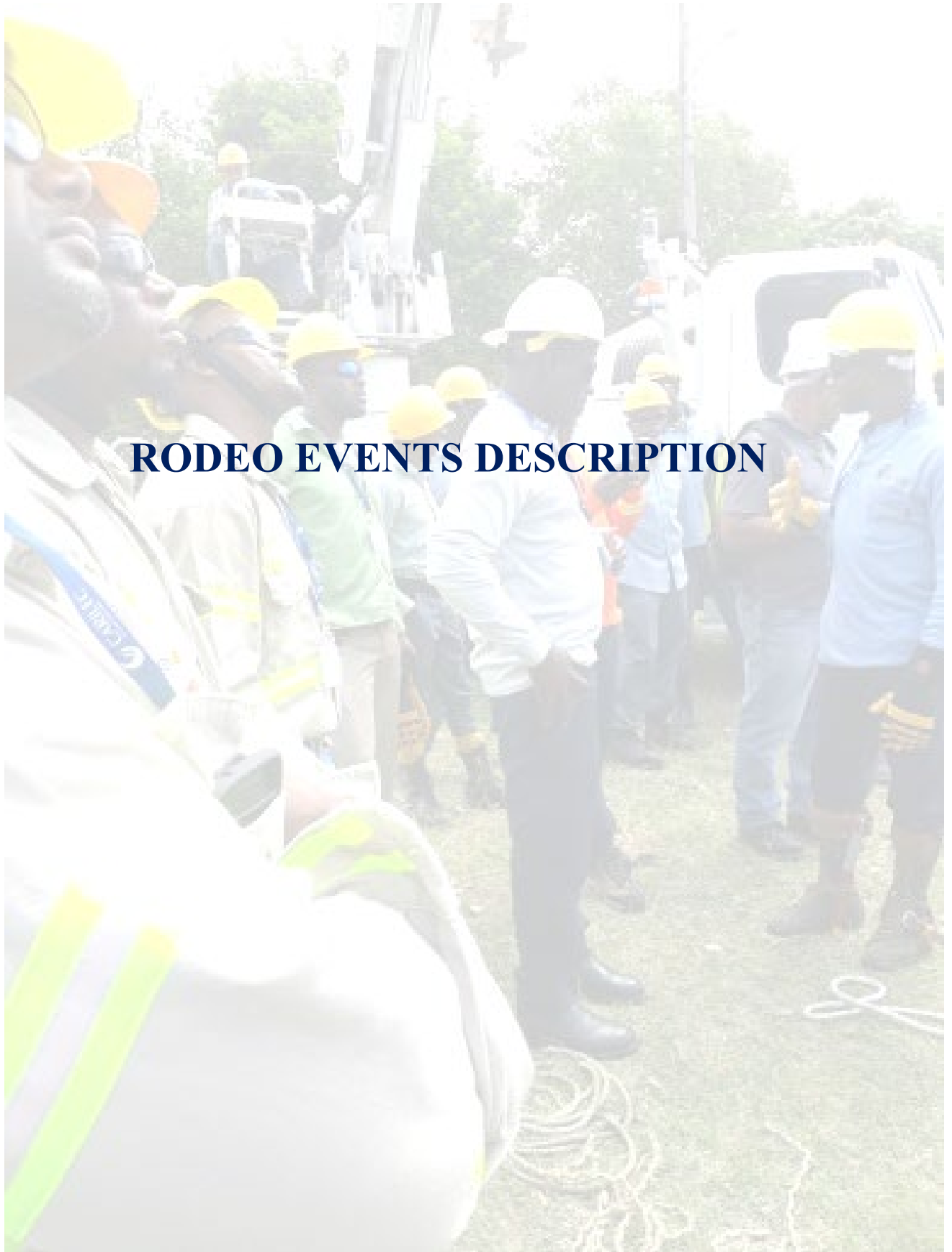
1. Not completing before upper time elapsed (Judge stops event)	When upper time elapses, the judge will stop the event and deduct points appropriately.
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### Disqualification Infraction (applicable to individual events)

Infraction	Description
1. Unprofessional behavior:	Threatening, shoving or hitting other participants or judges. Throwing tools or materials in anger.
2. Practicing on the Rodeo field and structure prior to and during the Rodeo	No one is permitted to practice on any of the event structures at the rodeo grounds.
3. Intentional sabotage or tampering with materials or equipment on the Rodeo Field.	Tampering with or seeking to hamper the use of tools to be used by participants.
4. Unapproved use of alternates or changing status of team members during the events:	(See Master Judge for approved use of substitute in team).
5. Participants protesting a call through spectators or others	See protesting a call procedure.
6. Use of alcohol or prohibited substances are not permitted during the competition (applicable for competition)	

### **STANDARD POLES & CROSSARMS FOR EVENT CONSTRUCTION**

Hurt Man Rescue: Six feet (6') cross arms with metal braces on 40' Class 4 poles.  
Pole Speed Climb: Forty feet ( 40') Class 3 poles  
Mystery events: Forty feet ( 40') Class 3 poles



## **RODEO EVENTS DESCRIPTION**

## RODEO EVENTS DESCRIPTION

### **1. Hurt Man Rescue – Experience (Team Event)**

*This will be a three man team event with all three contestants participating at the same time and at the same station. Two judges will be assigned to each team. One judge will be the initial responder to the emergency call and the other will run the stopwatch and observe the team for infractions. Both judges can deduct points from a team. Time starts at the judge's signal "Go". This event simulates that a man has been injured while working on a transformer pole.*

*A Telescopic stick will be lying on the ground when the time starts, the ground person will raise the Telescopic stick and open the cutout using the ring in the barrel before anyone has made any un-insulated contact with the handline or pole. Both the handline and the pole are considered at a different potential until the dis-connect is open. One ground person will simulate calling for emergency help using a prewritten script provided by the CARILEC Rodeo Committee. The ground person cannot perform any other task until mayday call has been completed.*

*The handline may not be relocated during the rescue and will not be touched by the contestants prior to start time.*

*The handline may be lowered in any manner as long as he has a controlled descent and does not hang up on anything. The two remaining men on the ground will help the climber lower the hurt man.*

- a) Time starts at the Event Judge's signal after SOS call is made while the lineworker is standing at an arm's length from the pole.
- b) The lineworker's belt and hooks will be laying on the ground beside him at arm's length from the pole.
- c) Rubber gloves are inside the glove bag at the start of the event and are required ground to ground.
- d) Looking at the pole from the cross arm side, the hand line is hung on the right side. The hurt man hangs in the center of the pole on the cross arm side, with both ends of the safety straps through the braces.
- e) An "Ox block" will be used to lower the man.
- f) The mannequin (Tough Kelly) shall be tied under the arms with three half hitches, and within 3 inches of the chest.
- g) Be sure to call out "Headache" loudly when dropping your sheave. The sheave is to be dropped into the circle at the base of the pole.
- h) **Only the insert must cut before lowering the hurt man.**
- i) The mannequin should be moved smoothly to the ground, contacting the pole is acceptable.
- j) Handline block and mannequin initial contact with ground must be within the work area circle (once initial contact of mannequin is within work circle, it is acceptable if rest of body falls outside of the circle).
- k) Time is over when the mannequin contacts the ground, however judging continues for other infractions. A 10 point deduction will apply for dropping the mannequin too hard to the ground.

- l) Contestants must use the hand line provided.
- m) The team will assist in hanging the hurt man mannequin for the next team.
- n) There will be a 10-point deduction for cutting the belt in the wrong place.
- o) All penalties will be added and subtracted from a 100 for the team score.
  
- p) Exceeding 4 minutes to complete the event will result in a 5 point penalty.

### **Experience Team Hurt Man Rescue Script**

Groundman - Judge: "Mayday, Mayday...Truck 2033 to the dispatcher...We have a man down emergency."

Judge - Groundman: "Dispatch to truck 2033...I understand you have a man down emergency."

Groundman - Judge: "Truck 2033...That is correct. We are located at 1630 Lyndon Farm Ct. and have a man down. We are beginning pole top rescue and need an emergency medical team dispatched."

Judge - Groundman: "I understand that you are at 1630 Lyndon Farm Ct. and have a man down and need medical assistance."

Groundman - Judge: "Truck 2033...That is correct, we need immediate medical assistance."

Judge - Groundman: "Medical assistance is on its way. We will be on standby if you need us. Over and out."

End of script.

## **2. Hurt Man Rescue – Apprentices/ Single man event**

- a. Time starts at the Event Judge's signal with the lineworker standing at an arm's length from the pole.
- b. The lineworker's belt and hooks will be laying on the ground beside him at arm's length from the pole.
- c. Looking at the pole from the cross arm side, the hand line is hung on the right side. The hurt man hangs in the center of the pole on the cross arm side, with both ends of the safety straps through the braces.
- d. An "Ox block" will be used to lower the mannequin to the ground.
- e. The mannequin (Tough Kelly) shall be tied under the arms with three half hitches, and within 3 inches of the chest.
- f. **Only the insert must cut before lowering the hurt man.**
- g. The mannequin should be moved smoothly to the ground (contacting the pole is acceptable).

- h. Mannequin initial contact with ground must be within the work area circle (once initial contact of mannequin is within work circle, it is acceptable if rest of body falls outside of the circle).
- i. Time is over when the mannequin contacts the ground, however judging continues for other infractions until climber descends the pole. A 10 point deduction will be applied for dropping the mannequin too hard to the ground.
- j. Contestants must use the hand line provided.
- k. The climber will assist in hanging the mannequin for the next competitor (Remember: After the mannequin is hung, judging for infractions continue until the climber touches the ground).
- l. There will be a 10-point deduction for cutting the belt in the wrong place.
- m. All penalties will be added and subtracted from a 100 for the score.
- n. Exceeding 4 minutes to complete the event will result in a 5 point penalty.

### **3. Pole Speed Climb with an egg on 40' Pole - Experience/Apprentices Teams**



The competitor will be permitted to select an egg from the tray. The egg will be inspected by both the competitor and judges.

- a) Time starts at the Event Judge's signal with the lineworker standing an arm's length from the pole with climbing gear on.
- b) Work gloves must be used ground to ground.
- c) Competitor will climb pole with a basket containing an egg in his mouth. Only the egg is allowed in the basket; no padding will be added.
- d) The lineworker belts onto and climbs the pole. He then removes the basket which is at the top of the pole and drops it to the ground within the work area. ("Headache" must be shouted before dropping basket).
- e) Competitor then puts the egg in his mouth and hangs the basket on the J hook.
- f) The competitor descends without damaging the egg.
- g) The time stops when the first foot hits the ground.
- h) No free fall or hot-dogging is allowed.
- i) The lineworker must be in control at all times.
- j) There is a 10-point penalty for cracking the egg.
- k) All penalties will be added and subtracted from a 100 for the team score.

### **4. HT Cutout Installation (Experience)**

- a) Time starts at the Event Judge's signal with the lineworker standing at an arm's length from the pole.
- b) The lineworker will have his belt and hooks on standing an arm's length from the pole.



- c) Work gloves will be worn at the start of the event and are required ground to ground.
- d) First lineworker will climb the pole to work position and second lineworker will follow.
- e) The hand line will be attached to the pole and released for taking materials from the ground.
- f) The ground man will send the materials to the lineworker.
- g) The lineworker will install and wire the HT fuses.
- h) The cutouts will then be closed
- i) One lineworker will descend from the pole.
- j) The last man on the pole will drop the hand line.
- k) Time is over when the lineman closes the fuse and removes the stick from the switch.
- l) There will be a 10-point penalty for dropping the complete unit.
- m) All penalties will be added and subtracted from a 100 for the team score.

**5. 3-phase Equipotential Ground (Personal ground) Installation on 40' pole (Experienced team)**

- a) Time starts at the Event Judge's signal with the lineworker standing at an arm's length from the pole.
- b) The lineworker will be dressed with his climbing gear on before the start of the event.
- c) The lineworker will climb the pole to the position where he will install the cluster mount.
- d) The hand line will be hooked to pole to facilitate movement of tools and materials to and from the ground.
- e) The ground person will operate the handline only after the climbers are safely tied to the pole.
- f) The lineworker will install the earthing set following the standard procedure.
- g) The lineworker will send the Grip-All stick to the ground person using the hand line.
- h) Time stops when the ground person removes the grip-all stick from the handline.
- i) Penalties for infractions will continue during the removal of the earthing set
- j) Handline will be dropped after removal of earthing set
- k) There will be a 10-point deduction for **not** dropping the sheave before the rope.
- l) All penalties will be added and subtracted from a 100 for the team score.

**6. 1 phase Equipotential Ground (Personal Ground) Installation on 40' pole (Apprentice)**

- a) Time starts at the Event Judge's signal with the lineworker standing at an arm's length from the pole.
- b) The lineworker will be dressed with his climbing gear on before the start of the event.
- c) The lineworker will climb the pole to the position where he will install the cluster mount.
- d) The hand line will be hooked to pole to facilitate movement of tools and materials to and from the ground.
- e) The lineworker will install the earthing set following the standard procedure.
- f) The lineworker will send the Grip-All stick to the ground using the hand line.
- g) Time stops when the stick touches the ground.
- h) Penalties for infractions will continue during the removal of the earthing set
- i) All penalties will be added and subtracted from a 100 for the participant score.

**7. Apprentice – HV fuse link replacement using Grab-it (Single Phase)**

- a) Time starts at the Event Judge's signal with the lineworker standing at an arm's length from the pole.
- b) Standing on the ground within the work area, the lineworker will use telescopic stick to open the HV cutout fuse carrier
- c) Fuse carrier will be lowered to ground by retracting telescopic stick without the fuse carrier falling off
- d) Competitor will change the fuse link
- e) Fuse carrier will then be replaced and closed
- f) Telescopic stick will be retracted and placed flat on the ground within the work area
- g) Time stops when the competitor states that he has completed the event.

**8. Mystery Event**

Details of mystery event for Experienced teams and apprentices will be disclosed on the day before the competition.

**End.**