

IBEW LU #66
Annual Lineman's Rodeo

Journeyman/Apprentice
2026



ALL TOOLS WILL BE INSPECTED BEFORE THE START OF THE RODEO, PLEASE VISIT THE INSPECTION STATION BEFORE ENTERING YOUR FIRST EVENT.

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Annual Lineman's Rodeo

LINEMAN'S RODEO COMMITTEE AND CHIEF JUDGES

Co-Chair		Rick Schwartz
Co-Chair		Clint King
Master Judge	Journeyman Events	Clint King
Master Judge	Apprentice Events	Rick Schwartz
Chief Judge	Journeyman Hurt Man	Raymond Tidwell
Chief Judge	Journeyman Pole Climb	Juan Rocha
Chief Judge	Journeyman Crossarm Change Out	Dalton Jones
Chief Judge	Journeyman Insulator Change Out	Robert Chadis
Chief Judge	Apprentice Test	Gary Fitzgerald
Chief Judge	Apprentice Hurt Man	Cedric Netty
Chief Judge	Apprentice Pole Climb	Mike Martinez
Chief Judge	Apprentice Obstacle Pole	Steve Howard
Chief Judge	Apprentice Storm Restoration	Josh Oberdove
Chief judge	Tool Inspection	Rick Childers Ronnie Switzer

IBEW LU 66

Annual Lineman's Rodeo

The IBEW Local Union #66 Annual Lineman's Rodeo will be held on Saturday March 28, 2026. This year's rodeo will be at the Local I.B.E.W. 66 property, located at 4345 Allen Genoa Road, Pasadena, Texas.

The rodeo will begin at 7AM and should finish around noon. Food and drinks will be available during the rodeo. Anyone that wishes to come and observe the events should bring their lawn chairs and dress appropriately.

Teams for the journeyman events consist of three participants, two climbing journeymen and a groundman. Each journeyman team participates in four mandatory events. Again, this year apprentice line mechanics will be competing in their own rodeo events. The apprentices compete individually in four mandatory events and should make for some interesting competition. Scoring is based on correct work procedures and safety. *CenterPoint Energy and Contractor* employees along with IBEW LU #66 officials will serve as the judges for the rodeo events.

The top journeyman teams and apprentices will have the opportunity to represent IBEW 66 at the International Lineman's Rodeo in Bonner Springs, Kansas.

Journeyman teams, apprentices and volunteers who wish to participate in this year's rodeo. Visit ibew66.com to register.

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CONTESTANTS

A journeyman team consists of three people, two climbers and one groundman. One individual must be designated as the groundman for the team. The groundman remains the groundman for all four events. If a team member is injured or unable to compete due to an illness, the team can substitute an alternate. The groundman can be the alternate lineman if he is a journeyman.

SCORING

Scoring will be judged for:

- ❖ Safety - Skills - Knowledge
- ❖ Work Practice
- ❖ Neatness and Ability
- ❖ Equipment Handling
- ❖ Timely Completion of The Event

NOTE: Time will be used as the tiebreaker if necessary.

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Annual Lineman's Rodeo

JUDGING GUIDELINES

All safety rules are to be observed during events (see the following list for point deductions):

THERE WILL BE NO DOUBLE JUDGING - ONE JUDGE WILL OBSERVE AND JUDGE YOUR EVENT.

INFRACTIONS - 2 POINT DEDUCTION

- ◆ Dropping or Losing Safety Cap/Hat
- ◆ Not wearing proper eye protection
- ◆ No protective cover within reach, fall or slip
- ◆ Dropping tools and material
- ◆ Cutout or slip on the pole
- ◆ Hot-dogging/Free falls
- ◆ No hand line operation while team is climbing
- ◆ Misuse of tools
- ◆ Misuse of rubber goods
- ◆ Wearing hard hat backwards
- ◆ Twisted hand line operation
- ◆ Not wearing OSHA approved lineman's belt
- ◆ Poor housekeeping
- ◆ Exceeding the mean time to complete an event (The Mean time is based on the times from previous Rodeos; the mean is the dividing line at which half of the participants are faster and half are slower in completing the events.)
- ◆ Long sleeved shirts are required. Tails should be tucked in. Journeymen and apprentices should know what to use and what to wear. Sleeves can't be pushed or rolled up.

INFRACTIONS - 10 POINT DEDUCTION

- ◆ Accidental contact with phases
- ◆ Working opposite phases
- ◆ Not using a hand line for sending material up and down the pole
- ◆ **Cutout**

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.

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FINER POINTS OF JUDGING NOT ALWAYS ON SCORE SHEETS - 2 POINT DEDUCTION

CLIMBERS

- Any cut out while climbing
- Both linemen climbing at the same time
- Exceeding allotted time for event
- Dropping material
- Using improper hot stick for job
- Removing false teeth during pole climbing event
- Losing control of safety strap during climbing (Safety strap over shoulder is under control unless safety strap falls off shoulder.)
- Carrying safety strap in hand while climbing
- During any task in an event, if the task ties up both men in such a way that if one is injured the other cannot assist, deduct two points.
- Adjustable pliers (Channel locks) used for tightening hardware
- Poor communication/coordination between team members

GROUNDMAN

- Not wearing safety glasses
- Not using leather gloves
- Material falling on way up or down
- Cluttered work area
- Hand line rope entanglement
- Breaking any material
- Misuse of tools

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Annual Lineman's Rodeo

Journeyman Events

- Pole Climb
- Hurtman Rescue
- Crossarm Change Out
- Hot Stick Insulator Replacement

EACH TEAM WILL HAVE TWENTY (20) MINUTES TO REPORT TO THE EVENT CHIEF JUDGE OF THEIR NEXT EVENT OR A TWO (2) POINT DEDUCTION WILL BE ASSESSED FOR FAILURE TO REPORT WITHIN THE SPECIFIED TIME LIMIT. TEAMS WILL BE ALLOTTED FIVE (5) MINUTES FOR QUESTIONS AND ANSWERS AT EACH EVENT.

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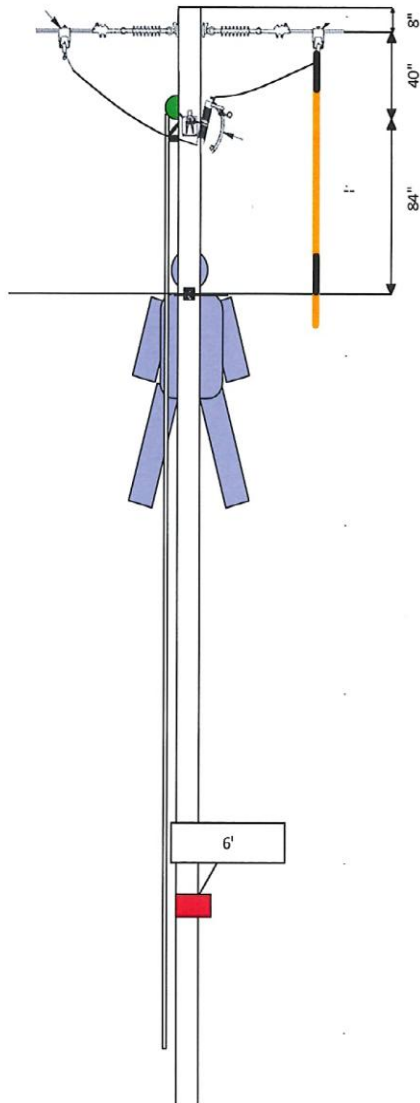
Annual Lineman's Rodeo

Journeyman Events MEAN TIME 4:00 MINUTES Hurt Man Rescue – Simulated Hot on 40' Pole

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

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.

Journeyman Hurtman Rescue Infractions

Two Point Infractions

Failure to wear proper gloves or safety glasses
Dropping tools or material from pole
Failure to give verbal warning when dropping materials or tools
Failure to follow instructions from scorebook or pre-job
Wearing climbers or belt outside work area
Gaff guards not used when climbers are not in use
Improper storage of rubber gloves (must be cuff down in bag when not in use)
Exceeding mean time (4 minutes)
Other (Judge's discretion)

Event Specific – (Two-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
Groundman 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 groundman to get into position (kneeling **on both knees** 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 **while on the pole**
Failure to report that Emergency call has been made and Emergency Responders are on the way
Failure to have the mannequin completely in the circle when time stops.
Failure to follow proper guidelines for use of Wood Pole Fall Protection Devices. (See pages 15-16)

Ten Point Infractions

If after transitioning past the neutral the climber cuts out and falls to the neutral, or either climber cuts out and falls to the ground from below the 6-foot mark
Contact with the pole with any body part other than the rubber gloved hand prior to opening switch barrel
Contact with un-grounded and un-covered conductor (other than rubber gloved hand)
Failure to properly restore event to the judges' satisfaction

Disqualification

If after both feet pass above the six-foot mark on the pole, the climber cuts out and comes to the ground, the Journeyman Team or Apprentice will be dis-qualified from the rodeo.

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JY Pole Climb on 40' Pole

Time Limit: 4 Minutes

****The two climbers times are added together for the overall time. For example, if the 1st climber runs a 25 sec time and the 2nd climber runs a 30 sec time the combined time will be 55 seconds. The scores are added together and divided by 2 to determine the overall score. For example, 1st climber runs a 100 and 2nd climber runs a 98 then the overall score will be a 99****

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

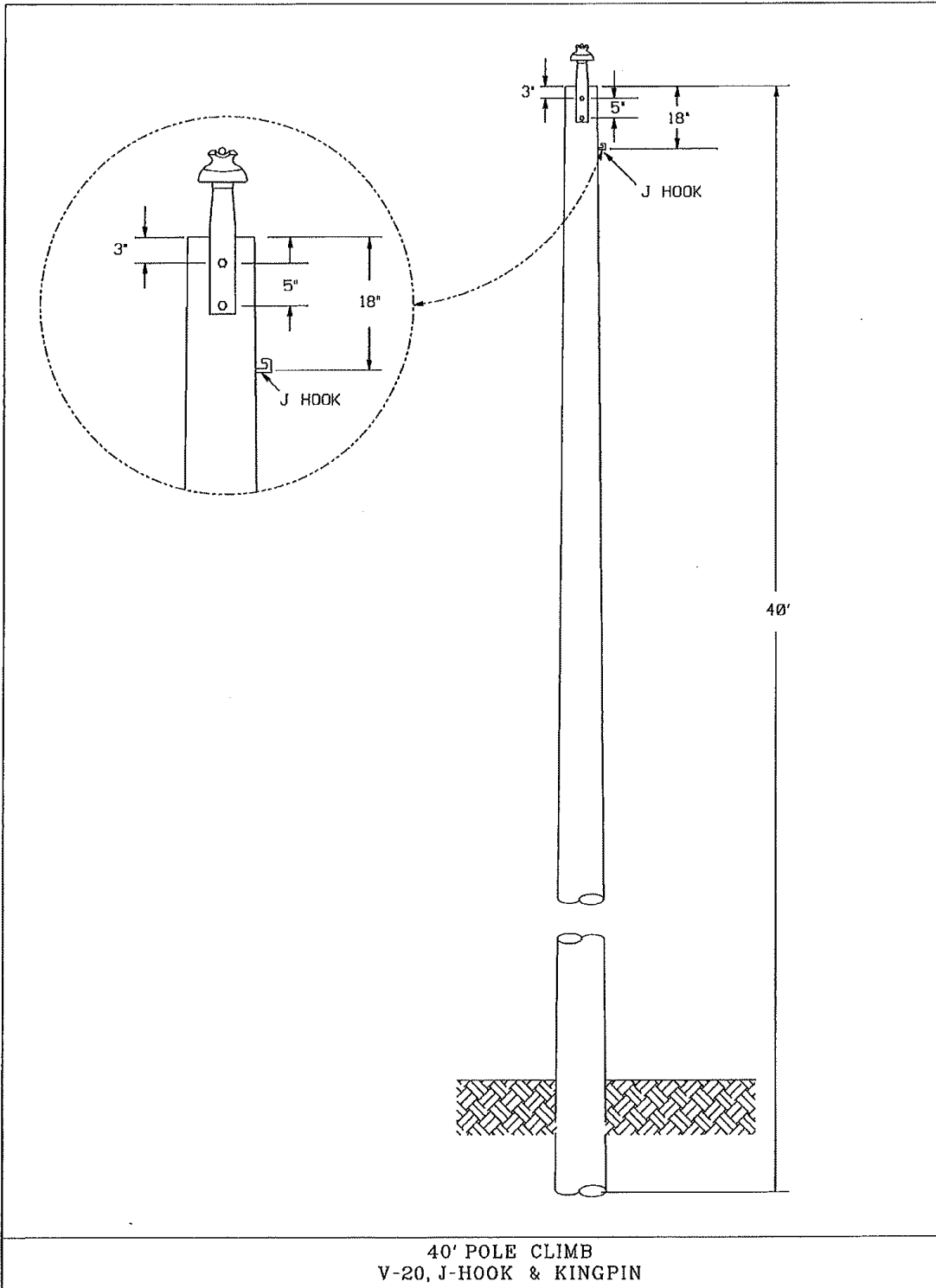
- ◆ Time starts at the judge's signal with the climber standing an arm's length from pole. All snaps of fall protection equipment must be engaged in "D" rings.
- ◆ Climb pole with egg in bucket. Only the egg is allowed in the bucket; no padding may be added.
- ◆ Remove "old" bucket from J-Hook and drop it to the ground.
- ◆ Give verbal warning "headache" before dropping bucket.
- ◆ Put egg in mouth, hang "new" bucket on the J-Hook.
- ◆ Climb down without breaking the egg.
- ◆ Time stops when first foot hits the ground.
- ◆ The climbers' scores are added together and averaged for the team score.
- ◆ No free falling or hot-dogging. Climbers must remain in control at all times.

Two Point Infractions

- ❖ Dropping or losing Hardhat
- ❖ Not wearing proper eye protection
- ❖ Dropping of bucket on way up
- ❖ Failure to give verbal warning before dropping bucket
- ❖ Not hanging bucket on hook
- ❖ Cut out on the pole
- ❖ Using padding in bucket
- ❖ Broken or cracked egg

10 POINT DEDUCTION

- ◆ **Cutout:** 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.



IBEW LU #66

Journeyman 4 KV Crossarm Change Out

Event Summary: The purpose of this event is to safely and professionally replace an 8' cross arm on a three-phase energized 4 KV circuit.

Event Parameters: 40' pole, three phase #2 AAAC primary and neutral, B phase on kingpin mounted in predrilled holes, cross arm through bolt is 18" from top of pole and neutral fork is 78" from top of pole. Primary is tied in with a 3/2 tie

Event Time: 15 Minutes

Drop Dead Time: 20 Minutes

Time Starts: At the judges' signal, after competitors are tooled up and the 5-minute question session.

Time Stops: When both climbers are on the ground and all material is broken down and on the tarp. A team member will notify the judge to stop the time.

Equip. required: Climbing equipment, necessary hand tools, all required PPE, hand line, stick bag, material bag, eight, line guards, arm guard, and split blanket.

(2) #4 aluminum tie wires cut at 74" **Contestants must bring all tools and coverup necessary to complete the event. IBEW will supply the tie wire.**

Contestants must remain in the work circle while wearing tools. Gaff guards must remain on gaffs until ready to ascend pole. Gaff Guards will be placed on gaffs immediately upon reaching the ground and prior to leaving the work circle. At time start one climber will ascend the pole carrying the hand line. The first climber will stop at the neutral and secure hand line, the second climber can now ascend the pole, and both climbers will now cover the neutral using line guards and split blanket. Once the neutral is covered one climber will now relocate to a position below the crossarm, secure the hand line and wait for the second climber to ascend to his working position. The climbers may now cover all phases on the working side with line guards and cover the working side of the crossarm with an arm guard. The climbers will now

untie and float the phase, keeping it covered with line guards, they will then transition to the opposite side and repeat the same sequence. Once both phases are covered and floated the climbers will now replace the arm. The braces will not be replaced. Once the crossarm is replaced the climbers will cover the arm on the working side, tie in the phase using a three-two button tie and uncover that side, they will then transition to the opposite side and repeat the process. Once both phases are tied in and uncovered the linemen will secure the handline to one of their belts and descent one at a time to a position below the neutral where they will secure the handline and uncover the neutral. After the neutral has been uncovered one lineman may now descend the pole and immediately place gaff guards on his gaffs and remove his tools. Once the first lineman is on the ground the second climber will give a verbal warning that he is letting the hand line down, once the handline is down, he may descend the pole, time will stop when the second lineman's first foot touches the ground. The second man down must immediately put gaff guards on his gaffs and remove his tools within the work circle. Although time has stopped the team will continue to be judged until they exit the event. All tools and material must be on the tarp when time stops or points will be deducted.

- Step 1 Cover neutral with line guards and split blanket (Any contact with uncovered conductor will be a deduction)
- Step 2 Install primary cover and & remove cross-arm. Wood braces will not be replaced. (Encroachment of the 25" approach distance to any uncovered primary will be a deduction)
- Step 3 Replace cross-arm, steel pins and insulators.
- Step 4 Remove all cover. When both linemen are on the ground, ground-man has all material stripped out, all equipment and material is on the tarp, team member will notify judge when to stop time.

IBEW LU #66

Journeyman Hot Stick Insulator Change Out

Event Summary: The purpose of this event is to safely replace the B phase insulator and a side tie with hot sticks. A minimum of class II gloves will be worn from ground to ground. The task will be performed with hot sticks.

Event Parameters: The 40' pole is framed with vertical with 24" vertical post brackets (MIF arms) and a static-arranged neutral at the top of the pole. A phase post brackets will be 54" from the top of the pole and B phase post bracket will be 48" below that. The primary 600MCM conductor and 4/0 AAAC neutral conductor. **An underslung neutral will located below the turkey wings.**

Event Time: 15 Minutes

Drop Dead Time: 20 Minutes

Time Starts: At the judge's signal, after competitors are tooled up and the 5-minute question/answer session is over. Bags will be unloaded, everything on tarp except handline.

Time Stops: When both climbers are on the ground, unbuckled from pole, and all material is broken down and on the tarp. A team member will notify the judge to stop the time. Bags will be unloaded and everything on tarp including handline. After time stops teams will return the tarp to condition found in.

Equip. required: Climbing Equipment, Necessary Hand Tools, PPE, Hand Line, and Bags, Hot Sticks, Tarp

Equip. supplied: None

Material supplied: Side-tie preform

Task: Replace the insulator using appropriate cover, hot sticks, and PPE.

Requirements:

- Cover the second point of contact.
- Untied phase must be secured and under control from untied to tied.
- The underslung neutral must be covered.
- The opposite phase must be covered and hooded.
- The united phase must be secured using any safe work method but must be secured mechanically (cannot be tagged out by a competitor).
- No tape can be used on the side tie.
- The insulator must come to the ground and be removed from the bag or hook and sent back up.
- Marked insulator must be the one the team changes out.

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Apprentice Events

- Pole Climb
- Hurtman Rescue
- Obstacle Pole
- Written Test
- Storm Restoration

EACH TEAM WILL HAVE TWENTY (20) MINUTES TO REPORT TO THE EVENT CHIEF JUDGE OF THEIR NEXT EVENT OR A TWO (2) POINT DEDUCTION WILL BE ASSESSED FOR FAILURE TO REPORT WITHIN THE SPECIFIED TIME LIMIT. TEAMS WILL BE ALLOTTED FIVE (5) MINUTES FOR QUESTIONS AND ANSWERS AT EACH EVENT.

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APPRENTICE EVENT

WRITTEN TEST

Time Limit: 20 Minutes

Apprentices

- Each Apprentice will be given a written test
- Points will be deducted for each incorrect answer.
- 2 points will be deducted for exceeding the time limit of 20 minutes.
- 2 points will be deducted for exceeding test cut off time of 25 minutes.
- The written test will be questions from *The Lineman's and Cableman's Handbook 13TH*

Edition

APPRENTICE EVENT HURTMAN RESCUE

Time Limit: 4 minutes

Apprentice Hurtman Rescue – on 40' Pole

Exceeding 4 minutes to complete the event will result in a two-point deduction

Construction: 8' cross arms with wood braces. Brace mountings will be 30" out and 21" down from the arm (gain) hole. 40' Class 3 poles. **There will be a band painted around the pole 6' from the ground level to denote the area in which the mannequin must be brought to a controlled stop.** Buckingham will supply the 488PR-Rescue "Super Squeeze" for the mannequin and the 50061A-4/80-Ox Block 80' Handline Kit for this event.

Time starts at the judge's signal with the apprentice standing at an arm's length from the pole wearing work gloves with a gauntlet (no driving gloves etc.). The apprentice's belt and hooks will be lying on the ground beside him an arm's length from the pole, safety strap snapped into D-ring and belt unbuckled.

No belt will be allowed to be placed on or around the pole.

Looking at the pole from the cross-arm side, the hand line will be hung on the right side. The hurt man will hang in the center of the pole on the cross-arm side, with both ends of the **Buckingham Rescue Super Squeeze safety rope** through the braces. This will simulate an injury to a right-handed man, **wearing a fall arrest belt. The apprentice must properly use the Buckingham Ox-Block and attached handline to lower the mannequin. The apprentice must take two wraps around the friction bar of the Ox-Block.** The apprentice will not be allowed to throw the handline over the cross arm to lower the mannequin. If you are unsure as to how to properly use the Buckingham Ox-Block handline, visit the Buckingham booth at the expo for detailed instructions.

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 handline 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 if dropped.

You must cut the Buckingham Super Squeeze rope. There will be a 10-point deduction for cutting the **Super Squeeze** belt.

Contestants will be required to bring the descent of the mannequin to a complete stop after the feet break the plane of the band and prior to making contact with the ground. When the judge confirms the mannequin has stopped he will stop the time and verbally notify the contestant. After receiving notification from the judge the contestant will let the mannequin to the ground until slack is in the rope in order for the judge to inspect the knot. (Contestants are responsible for ensuring that the mannequin has broken the plane of the band. The judge will not stop time until the feet of the mannequin break the plane of the band and the descent of the mannequin has stopped)

Two Point Deductions:

Failure to control descent (abrupt stop)

Contact with ground prior to bringing mannequin to a complete stop

Knot too loose. (More than three inches between chest and first knot)

Exceeding 4-minute mean time

Ten Point Deductions:

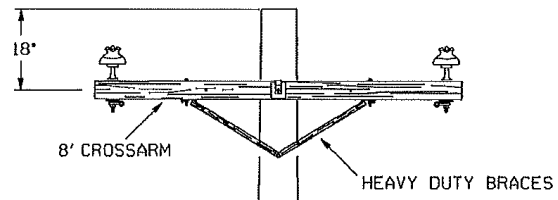
Lineman cutting the rescue belt in the wrong place.

Mannequin free falls to ground

All point deductions are added together and subtracted from "100" for the team score.

Contestants must use the **Buckingham Ox-Block** hand line provided and **must have a minimum of two (2) wrap around the friction bar on the "Ox-Block"**.

Using a length of **3"** PVC conduit between the rope and mannequin, judges will evaluate the rope knotted around the mannequin.



① FRAME ALL POLE WITH ARM ON SAME SIDE

APPRENTICE HURTMAN

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APPRENTICE EVENT POLE CLIMB ON 40' POLE Time Limit: 4 Minutes

The purpose of this event is to follow the guidelines exactly, climbing safely and professionally

- ◆ Time starts at the whistle with the climber standing an arm's length from pole.
- ◆ Climb pole with egg in bucket. Only the egg is allowed in the bucket; no padding may be added.
- ◆ Safety off and set back in safety from the pole.
- ◆ Remove “old” bucket from J-Hook and drop it to the ground.
- ◆ Give verbal warning “headache” before dropping bucket.
- ◆ Put egg in mouth, hang “new” bucket on the J-Hook.
- ◆ Climb down without breaking egg.
- ◆ Time stops when climber’s first foot hits the ground.
- ◆ No free fall or hot-dogging. Climber must remain in control at all times.

2-Point Infractions

- ❖ Dropping or losing Hard Hat
- ❖ Not wearing proper eye protection
- ❖ Dropping of bucket on way up
- ❖ Not hanging bucket on hook
- ❖ Failure to give verbal warning before dropping bucket
- ❖ Cutout or slip on the pole
- ❖ Using padding in bucket
- ❖ Broken or cracked egg

10-Point Infraction

◆ **Cutout**

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.

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Annual Lineman's Rodeo

Apprentice Obstacle Pole and Tie Bowline Knot

Apprentice Event – OBSTACLE COURSE Event Time: 8 Minutes Drop Dead Time: 12 Minutes This is a de-energized event. The apprentice will climb a 40' pole equipped with 2 sets of double cross arms. The top arm will be a 4-foot steel arm. with a set of poly bells on one end.

The first cross arms will be equipped with a steel pin and insulator.

The second arm will be equipped with a disconnect mounted to the arm with an L bracket.

The top arm will be a 4-foot steel arm equipped with a set of poly bells on one end.

The apprentice will be required to stop at each arm and relocate the arm mounted device to the opposite end of the arm. The apprentice must carry a handline with him. The apprentice will have 5 minutes to look over the event site and ask questions. The apprentice will start at the bottom arm. The apprentice must stop at each arm and relocate the arm mounted device to the opposite end of the arm. (The arm mounted device may be on either side at the beginning of the event.) Time will start when the apprentice's first gaff hits the pole. Time stops when the apprentice has both feet on the ground. **The apprentice will then remove his tools and climbers, install gaff guards and place his tools on the tarp. The apprentice will then be given 2 six-foot pieces of rope, he will have one chance to tie a proper Bowline knot, failure to do so will receive a two-point deduction.** Judging will continue until the apprentice exits the event site. General rules apply

Storm Restoration Caused by a Varmint

Mean time 6 minutes

Max time 10 minutes

Event Description:

This event is simulated energized at 7200 or 12kV. The event will be constructed on a 40' pole. a fused switch with load break fuse barrel and a neutral.

At the start of the event the switch will be open simulating a blown fuse, a varmint will be hanging on a j-hook directly below the disconnect and will have caused the outage. The participant will utilize the telescopic stick to remove the blown fuse. Once the fuse is removed and lowered to the ground the apprentice will again extend the stick and remove the varmint. The stick will now be collapsed and placed back on the tarp. The apprentice will now refuse the fuse barrel, place the fuse barrel on the extend stick and proceed to refuse the disconnect. The ring on the fuse barrel must be used to close the barrel. The apprentice must give a verbal warning to the judge that he is re-energizing the primary. Once properly re-energized and barrel is closed time will stop, however judging will continue until the event is completely restored and apprentice has left the event gate. The apprentice will restore the event by breaking the fuse, rehanging the varmint, collapsing the stick and placing it back on the tarp and removing all debris and trash from the event.

Pole Framing:

- 40' pole with single phase double dead-end construction below the top of the pole
- switch bracket 30" below the phase
- j-hook with varmint directly below switch bracket
- Neutral located 9' below the top of the pole

Materials provided:

- 1- Telescopic Stick
- Spare fuse link

Event guidelines:

1. Time starts on the judges "on your mark, set, go"
2. Use the telescopic stick to remove the simulated blown fuse and lower the barrel to the ground, apprentice at no time can drop fuse barrel or varmint or points will be deducted.
3. Once the barrel is down the stick is then used to remove varmint and then collapsed and placed back on the tarp, the apprentice can then replace the blown fuse link, use the stick to hang the barrel and give verbal warning and energize the primary.
4. A properly removed varmint is one that is lowered to the ground by retracting the stick without dropping the varmint.
5. Dropping any item will be a deduction and failure to give a warning such as headache will be an additional deduction.
6. All tools and material that started on the tarp must be back on the tarp when time is stopped.

7. To restore the event the apprentice will reopen the cutout using load break lever and breaking the fuse. The apprentice will rehang the varmint on the j-hook. Once everything is back to the way the event started, confirm judges' satisfaction with event reset.
8. Although time has stopped the apprentice will be judged until they exit the event.

Two Point Infractions:

Failure to wear proper gloves, glasses, and other PPE
Dropping anything from the pole.
Failure to give verbal warning when items are dropped.
Failure to follow instructions from the event or orientation
Placing tools/material in mouth
Exceeding meantime of 6 mins
Exceeding drop-dead time of 10 mins
Tools or material not on the tarp when time stops
Poor housekeeping
Other

Event Specific- two-point infractions

Failure to use proper tools
Failure to remove the varmint to a clear area
Failure to rehang the shotgun in the correct location
Failure to replace the fuse link

Ten-point Infractions:

Not restoring event
Failure to follow instructions
Dropping extended telescope stick

Disqualification:

Apprentice refuses to complete event