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**At the judges start signal:**

1. Groundman throws a rope over the first crossarm. He then ties a weight/bucket/nose bag to the rope using a bowline knot.
2. 1<sup>ST</sup> lineman puts his tools on (not starting until the judge's start signal) and climbs into position below the crossarm. Pole must be sounded with a hammer prior to climbing.
3. The groundman pulls the weight up to the lineman.
4. The lineman raises the weight over the crossarm, spins around to the other side of the pole and lowers the weight down on the opposite side of the arm. The weight cannot touch the pole as it is being moved around the pole.
5. The groundman removes the rope from the weight, and pulls the rope to the ground.
6. The lineman continues up the pole, goes over the neutral and ties a snub rope around the pole, using a square knot.
7. Groundman raises a hoist, grip and a suspension insulator to the lineman. Note: the handline will be pre-positioned on the pole and will remain there for entire event. Teams will not relocate or remove the handline.
8. Lineman proceeds to change out the suspension insulator on the phase. He lowers the hoist, grip and the exchanged suspension insulator back down the pole. The snub rope is also lowered to the ground using the handline.
9. The lineman continues up to the top of the pole. At the top of the pole will be a canvas bag containing a cow bell. The lineman will remove the bell from the bag and ring it. Once rung, the bell will be replaced in the bag.
10. Then the lineman climbs down the pole (no tasks other than to safely climb down). Once on the ground, he removes his tools and then "Taps Out" the second lineman.
11. The second lineman then puts on his tools and goes through the same process as the first lineman, including sounding the pole with a hammer.
12. After the "Tap Out", the groundman will again throw the rope over the arm, attach the weight with a bowline knot and pull the weight up to the lineman. Upon conclusion of the event, the rope and weight must be placed neatly on the tarp, ready for the next team's use.
13. Time stops when the second lineman steps back onto the ground.
14. Time runs from the judge's signal to the second lineman stepping back onto the ground.

NOTE: Every attempt will be made to run the event exactly as described above. In the event of unforeseen circumstances or conditions, the Rodeo Event Committee reserves the right to alter the event as needed.