



## 2022 Journeyman Event

### Hurt Man Rescue

Mean time: 4 minutes

Simulated Hot on 40' Pole There will be two judges assigned to each team.

This will be a three-man team event with all three contestants participating at the same time and at the same station. One judge will be the initial responder to the emergency call and one judge will run the stopwatch and observe the team for infractions. Both judges can deduct points from a team. Time starts when the judge's signal "GO". This event simulates a lineman has been injured while working on a transformer. Buckingham will supply the 50061A-4/80-Ox Block 80' Hand line Kit for this event.

A shotgun stick will be locked in the eye of the high side jumper hot line clamp. The fuse barrel will be in the closed position, high side jumper will be connected to the primary, thus indicating that the transformer is still energized. An extendo-stick will be lying on the tarp. When time starts, the groundman will raise the extendo-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 pole are considered at a different potential until the disconnect is open. After the disconnect is open the climbing journeyman will ascend the pole and lift the high side jumper, prior to lowering the mannequin. One groundman/lineman will simulate calling for emergency help using a prewritten script provided by the International Lineman's Rodeo. The second groundman/lineman will open the disconnect and then assist the climber.

Prior to start:

Each team has five minutes to ask questions and adjust belts. The handline may not be repositioned during the setup. The event judge will position the handline the same way for each contestant, the hook shall be at the "OxBlock".

The lineman's belt and hooks will be hanging on a structure simulating hanging in a truck bin, with safety straps snapped into D- ring and belt unbuckled.

Rubber gloves are inside the glove bag at the start of the event and are required for the climber, ground to ground. Rubber gloves are also required for the groundman or journeyman if they intend to come into contact with the handline or pole prior to opening the disconnect.

The 40-foot pole will be framed as follows:

- Single phase primary tied in on a pole top pin.
- 25 KVA transformer located 7'6" from the top of the pole to the top transformer bracket.
- Closed disconnect is located 4' from the top of the pole
- Hand line is hung on the switch bracket and block must remain there during rescue.
- Neutral conductor will be located 3' below the top transformer bracket. The hurt man hangs in the center of the pole on the top transformer bracket.

The hand line may not be relocated during the rescue and shall not be touched by the contestants prior to start time.

The hurt man may be lowered in any manner, as long as it is a controlled descent and does not hang up on anything. The remaining team members on the ground will help the climber lower the hurt man.

The mannequin shall 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 lineman on the pole must call out "Headache" loudly if any item is dropped.

The painted strap is the only acceptable cut on the mannequin's belt. There will be a 10-point deduction for cutting the belt in the wrong place.

The mannequin should be moved smoothly to the ground. Contact with the pole is acceptable. Mannequin initial contact with ground must be within the work area circle. Time is over when the mannequin is on the ground and the rope is slack. Groundman must signal slack in the rope. Contestants must use the hand line provided. All point deductions are added together and subtracted from "100" for the team score. The groundmen will assist in hanging the hurt man mannequin for the next team.

Judges use a 3" PVC conduit between the rope and the mannequin to evaluate the spacing in the rope knot.

#### Start:

Time starts when judge says "GO". The climbing Journeyman will remove his tools from the structure and immediately proceed to the work circle where he will tool up. He may put his belt on while moving to the circle; but may only put climbers on while in the work circle. One of the remaining competitors will begin to call the dispatcher using the supplied script. One judge will act as the dispatcher and will respond according to the script. The competitor calling for help must complete the written script. Once the judge acknowledges the call for help, it is considered completed, and that competitor should proceed to help the other two. The competitor not making the emergency call must retrieve the extendo-stick from the tarp and using the ring on the barrel, open the disconnect. He must then retract the extendo stick and place it back on the tarp. Once the

disconnect is open the lineman may start his ascent to rescue the injured lineman, the other competitors may assist the climber in the rescue. The climber will ascend the pole, use the shotgun stick to lift the high side jumper, leave the stick locked into the hot line clamp, and proceed to rescue the hurt man. The hand line will not be considered "hot" after the fuse barrel has been opened. The climber may rig the hurt man at his discretion. The hurt man must be lowered in a controlled descent; however, the hand line or hand line block cannot be relocated. The two groundmen will assist in lowering the hurt man; time stops when the hurt man mannequin is on the ground and slack is evident in the rope. A groundman must verbally signal that slack is in the rope.

Although the time has stopped, the team will continue to be judged until the event is restored, their score verified and have left the exit gate of the event. (proper work practices will be used while restoring the event, including properly using ring on barrel to close switch, etc.)

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

Judges will use a 3" PVC conduit between the rope and the mannequin to evaluate the rope knot. Points will not be deducted only for a knot too loose.