



**2023 Journeyman
Climbing Skills
Mean Time: 10 Minutes
Drop Dead Time: 15 Minutes**

In this event, each climber will demonstrate the skills needed to climb, maneuver, and work aloft safely. Several stops require specific tasks that the climber must accomplish before moving on.

- Teams will be allowed a 5-minute setup time before starting the event.
- For this event, ground to ground rubber glove rules apply for Journeymen.
- Time starts at judge's signal.
- The climber will climb to the first arm where the pin insulator will be removed and reinstalled back in the same location.
- The climber continues up the pole, goes over neutral and ties a snub rope around the pole, using a square knot.
- The groundman raises hoist, grip and suspension insulator to the lineman using handline. Note: the handlines will be pre-positioned on the pole and will remain there for the entire event.
- Climber proceeds to change out the suspension insulator on the phase, then 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.
- The climber continues up to the top of the pole. At the top of the pole will be a canvas bag containing a cow bell. The climber will remove the bell from the bag and ring it. Once rung, the cow bell will be placed back in the bag. Then the climber climbs down the pole (no other tasks remain except to safely climb down). Once on the ground, the climber taps out to the second climber who goes through the same process as the first climber.
- Time stops when the second climber touches the ground.