

JUDGING GUIDELINES & GENERAL RULES FOR TEAMS

Team Definition: Three lineworkers who may rotate between events as climbers/groundmen. All climbers must be current lineworkers or have been otherwise classified as a lineworker/apprentice.

Judging will be based upon safety procedures, work practices, neatness and ability, equipment handling and timely completion of each event, (however, time will only be used in case of a tie). Any mistake made that would under normal working conditions cause serious injury or death will constitute immediate disqualification. **Any event judge, with consensus of the master judge, can disqualify a team for inappropriate conduct at any rodeo event, including the awards banquet. Disqualified competitors must leave the rodeo grounds immediately and may not participate in any other rodeo-related activity for the remainder of the rodeo. Competitors that have been disqualified will forfeit any scores prior to the disqualifying event. A letter documenting the conditions that warranted disqualification will be sent to the competitor's employer.**

GENERAL RULES FOR TEAMS

THERE WILL BE NO COACHING OF TEAMS FROM THE SIDELINES. NO WARNINGS WILL BE ISSUED BY JUDGES. COACHING WILL RESULT IN AN AUTOMATIC 2 POINT DEDUCTION. IF COACHING CONTINUES TEAMS WILL BE DISQUALIFIED FROM THAT EVENT

Hard hats & safety glasses are required for all participants & for all events.

Long sleeve shirts are required for all events. Sleeves may not be pushed up or rolled and must be buttoned (if applicable). Shirt tails must be tucked in at the start of the event.

Work gloves are required for all groundmen for all events.

Climbers are required to wear rubber gloves ground to ground, unless specified otherwise in the event description.

Climbing participants must inspect rubber gloves using the manufacturer's field air test prior to each event.

Climbing belt, climbers, fall arrest & secondary belts must be in good, safe, working condition.

Fall arrest is mandatory for all rodeo events.

Fall arrest must be properly adjusted.

Handline must be secured to belt using a plastic breakaway hook. The first climber must secure handline to pole before the second climber ascends the pole.

Neutral must be handled by gloved hand or appropriate tool.

Positive Control is defined as placing a conductor or any other potentially hazardous piece of equipment into a desired position in the work area. "Control" may be affected by means of a tool (shotgun, clothespin(s)), materials (tape) or by direct physical contact by the lineworker. Any questions regarding "Positive Control" should be directed to the Event or Master Judge

Participants will have five minutes prior to each event to ask questions, layout tools, test gloves, test pole & adjust fall arrest.

Tool sharing between teams is allowed.

Questions will not be permitted during judging.

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Each event is worth 100 total points.

All safety rules are to be observed during all the events.

INFRACTIONS - 2-POINT DEDUCTION

1. Coaching teams from the sidelines
2. Improper use or loss of hard hat.
3. Improper use or loss of safety glasses.
4. Improper wearing of shirts (please see long sleeve shirts requirement)
5. Improper adjustment of fall arrest.
6. Cutout/Loss of Control.
7. No rubber on reach, fall or slip.
8. Misuse of rubber.
9. Dropping of tools.
10. Misuse of tools.
11. First climber fails to carry handline.
12. Failure to use break away style hook for attachment of handline to climbing belt.
13. First climber fails to secure handline to pole before second climber ascends pole.
14. Operation of hand line while any climber is ascending or descending pole.
15. Groundman not tagging handline for climber ascending or descending pole.
16. Handline is dropped while both climbers are up the pole.
17. Hot-dogging.
18. Poor housekeeping.
19. Groundman removing or failure to wear work gloves.

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INFRACTIONS - 5-POINT DEDUCTION

1. Exceeding "Drop Dead" time on any event EXCEPT Hurt Man Rescue

INFRACTIONS - 10-POINT DEDUCTION

1. Working opposite phases. (Installation of cover is considered "working".)
2. Not using handline or material bag for sending material up and down the pole.
3. Two climbers ascending or descending the same pole at the same time.
4. Cutout and fall to ground.
5. Giving up on event.
6. Failure to adhere to the ground to ground rubber glove rule (unless otherwise noted in event description.)
7. Exceeding "Drop Dead" time on Hurt Man Rescue event only.

APPEAL PROCESS

1. A team may appeal to the Event Judge for any disputed call.
2. If the Event Judge's ruling on the appeal is unsatisfactory, a final appeal may be made to the Master Judge. Master Judges' ruling is FINAL.
3. No team may appeal ruling on another team score.

NOTE: All participants will be required to sign their scoresheet indicating agreement with the final score. Once a participant signs the scoresheet and leaves an event, that score is FINAL and ineligible for appeal.

The use of an ox block will be allowed for all events EXCEPT Hurt Man Rescue.

Event rotation flow will be monitored and enforced. Teams will have enough time between events to check in with the event judges when they arrive at the event. Event rotation schedules will be distributed with registration packets. Score sheets will include a check-in/check-out time. Judges will also have a schedule with check-in/check-out times as well as team names so that participants can be located more easily for enforcement

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GENERAL RULES FOR JUDGES

Judges are to be dressed in appropriate PPE. Active event areas are to be considered workzones, therefore judges must wear a hard hat, safety glasses, long pants, shirts, and appropriate footwear.

Judges cannot judge their own teams, in any events.

Judges are expected to attend Judges meeting, held prior to the Rodeo, as well as have a firm understanding of any events they are judging.

Judges should judge each event and competitor evenly and unbiasedly.

Must have a clipboard and a stopwatch capable of recording times down to hundredths of seconds.

Foul Weather Gear is not required; however, it is a good idea to be prepared as the rodeo goes on rain or shine

Judges will show respect to team members and apprentices and treat them with fairness and courtesy. High fives, smirks, and other visible inappropriate actions will not be tolerated from judges. Unfair judging and disrespect to contestants will not be tolerated as well as disrespect to judges from contestants will not be tolerated. This type of behavior will result in a letter being written to management of the company involved. Judges must not judge a team from their own company. If this happens the judge will be disqualified and the team will receive a 10-point deduction for the event judged.

All judges are expected to handle themselves in a professional manner during all meetings, hotel stays, and at any other sponsored function of the NEPPA Rodeo. Failure to do so may result in disciplinary action up to being released from your duties and responsibilities of the NEPPA Rodeo.

2025 – 4kV Lightning Arrestor Change out

Event: Simulated 4kV energized, rubber gloves required

Drop Dead Time: 15 minutes

Event Summary:

Event construction is a 4kV single phase tangent pole. A C/A bracket is also mounted on the pole with a 4kV lightning arrester attached and tapped up to the primary conductor on the high side and tapped to the pole ground on the low side. A changeout of the existing arrester shall be done by one climber and then repeated by the other climber with the average time of both climbers recorded as the score.

Event Description:

1. Teams will be given 5 minutes set up time for questions. Fall arrest must be properly adjusted and rubber gloves checked during this time.
2. Time starts on the judge's signal with fall arrest system attached to the pole.
3. Arrester must be untapped from primary conductor with appropriate hot line tool.
4. Arrester shall be lowered to the ground via a block line where the groundman will transfer the taps onto the new arrester.
5. The new arrester will be raised, attached to the C/A bracket and tapped up by the climber.
6. Time will stop when the climber has both feet on the ground.
7. All used material must be left in the event circle.
8. All general rules apply.

Materials Provided:

- New 4kV arrester
- Connector

2025 – 7.2kV Single Phase Insulator Change

Event: Simulated 7.2kV energized, rubber gloves / Tie stick required

Drop Dead Time: 25 minutes

Event Summary:

The purpose of this event is to change out a single pin Tie Top insulator using a tie stick to untie the insulator and move the wire to a temporary fiberglass arm that is already installed. Replace with a Vice top insulator. The primary conductor will be 1/0 AAAC secured on the top of a pole top pin. This is a team event requiring two climbers to perform the work on the pole.

Event Description:

1. Teams will be given 5 minutes set up time for questions. Fall arrest must be properly adjusted and rubber gloves checked during this time.
2. Time starts on the judge's signal with fall arrest system attached to the pole if desired.
3. The team will be provided with a new 15 kv Vice top insulator.
4. Neutral and neutral clevis must be covered before ascending above.
 - Neutral may be floated but must be properly covered.
5. Phase conductor and insulator must be completely covered.
 - One piece of line cover on each side of the insulator.
 - The Pin must be covered with a blanket or split blanket.
6. Phase conductors must be secured into the temporary fiberglass arm that has already been installed.
7. Time will stop when both climbers have both feet on the ground.
8. All general rules apply.

2025 - Hurtman Rescue

Event: Simulated 4kV energized, rubber gloves required

Drop Dead Time: 8 minutes

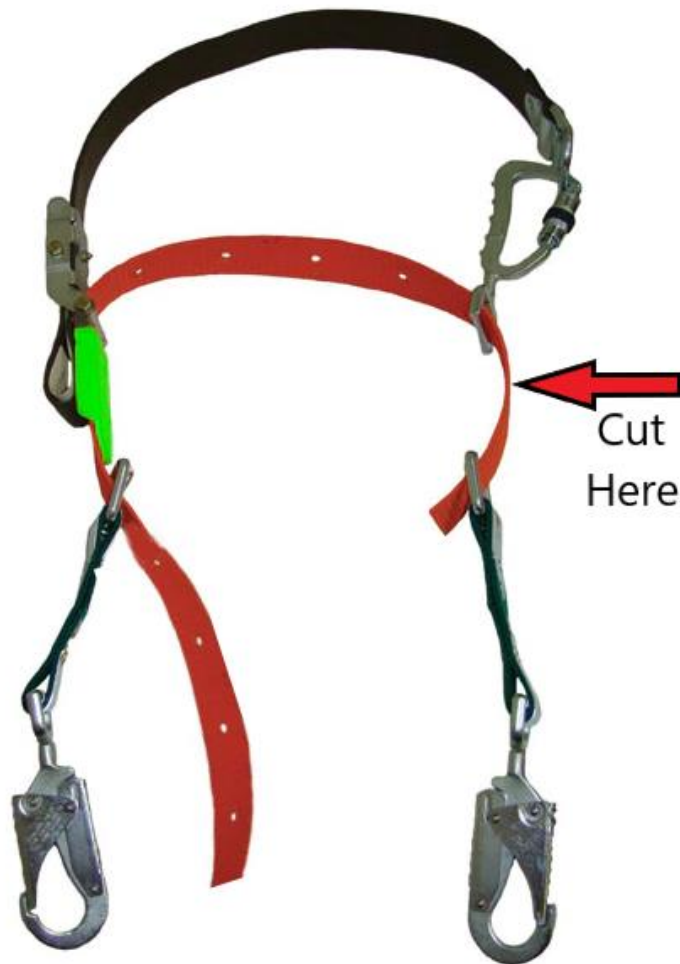
Event Summary:

This event will consist of rescuing a mannequin from the top of the pole to represent an emergency rescue of a lineman in the field. Team members work together to rescue the "hurt man" mannequin that is attached to the top of the pole. Two members of each team will perform the event, one at a time, and the scores will be averaged together for the final team score. This is an individual event, with the two climbing Linemen's scores added together and averaged for the team score.

Event Description:

1. Teams will be given 5 minutes for set up and questions. Fall arrest must be properly adjusted and rubber gloves checked during this time.
2. Time starts on the judge's signal with climber standing an arm's length from pole with belt and hooks lying on the ground.
3. Looking at the pole from the crossarm side, the handline will be hung on the right side. The hurt man will hang in the center of the pole on the crossarm side with both ends of safety straps and through braces. This will simulate an injury to a right-handed man.
4. Mannequin should be tied under arms with three half hitches. (Eye splice may not be used as part of hitches.) The half hitch is the only acceptable knot.
5. A minimum of one complete wrap around the crossarm is required before lowering the hurt man.
6. Be sure to call out "Headache" loudly when you drop your sheave. The sheave is to be dropped at the base of the pole.
7. A fall arrest safety belt with insert will be used on the mannequin. You must cut the insert on the shortest side without the extra tail. See diagram. There will be a 10-point deduction for cutting the belt in the wrong place.
8. Mannequin should be moved smoothly to the ground, without contacting the pole.
9. Time is over when mannequin touches the ground in a safe and reasonable manner.
10. Exceeding eight minutes to complete the event will result in a 10-point deduction.

11. Knives must be controlled at all times, dropping of knife during event will result in a deduction.
12. Judging will start when participants enter the event and continue until the mannequin hits the ground safely.
13. All general rules apply.



2025 - Obstacle Course

Event: De-energized, rubber gloves not required

Drop Dead Time: 25 minutes

Event Summary:

This event will consist of moving arm mounted devices from one side of a standard six pin cross arm to the other by the first climber and back to the original position by the second climber. The first climber will climb a 40' pole equipped with three (3) six pin cross arms mounted at 20', 26' and 31'. The first cross arm will be equipped with a 100 amp fused cut-out attached with an L bracket, the second cross arm will be equipped with a polymer dead end insulator attached to the arm with a 5/8" eye and the top cross arm will be equipped with a drop in pin with vise top insulator. Climbers are required to stop at each arm and relocate the arm mounted device to the opposite end of the arm. When the first climber has both feet on the ground, the second climber will climb the pole and relocate each device back to the other end of the arm. Once both climbers have relocated the equipment and the last climber has both feet on the ground, the ground person will open the barrel in the cut-out with a fiberglass extension stick. The barrel must be brought down and touched by the ground person. The fuse barrel must be replaced in the cut-out and closed. Time stops when the ground person has properly stored the stick in the retracted position.

Event Description:

1. Teams will be given 5 minutes for set up and questions. Fall arrest must be properly adjusted and rubber gloves checked during this time.
2. Time starts on the judge's signal with fall arrest system attached to the pole.
3. Climber may choose to start at the bottom or the top arm.
4. Climbers will climb the front side of the pole.
5. Hardware may NOT be put in mouth during equipment swaps.
6. Transfer of 100-amp fused cut-out must include nut and lock washer.
7. Cotter key for dead end insulator pin must face toward pole.
8. Fiberglass extension stick must stay retracted until the second climber has both feet on the ground.
9. The ring of the fuse barrel must be used for opening and closing (under/behind ring is not acceptable.)
10. Fuse barrel lifting aids such as fuse cup & fuse claw are permitted.
11. The stick or fuse barrel shall not be dropped.
12. Time stops when the ground person has retracted the fiberglass extension stick.
13. All general rules apply.

2025 - Pole Climb with Bell on 40' Pole

Event: Simulated 4kV energized, rubber gloves required

Drop Dead Time: 7 minutes

Event Summary:

The purpose of this event is to climb the pole as safely and quickly as possible and ring the bell located at the top of the pole, following the guidelines exactly, climbing safely and professionally. This is an individual event, with the two climbing Linemen's scores added together and averaged for the team score.

Event Description:

1. Teams will be given 5 minutes for set up and questions. Fall arrest must be properly adjusted and rubber gloves checked during this time.
2. Time starts on the judge's signal with climber standing an arm's length from pole with belt and hooks lying on the ground.
3. Put on all fall arrest equipment.
4. Climb pole using fall arrest equipment.
5. At top of the pole, climber reaches out and rings bell.
6. Climb down pole. (No hot dogging). Time stops when climber's first foot hits the ground.
7. Two climbing Lineman's scores are added together and averaged for the team score.
8. No free falling or hot dogging. Lineman must be in 3-point contact and in control at all times.
9. There will be a 10-point deduction for failure to ring bell, free falling or hot dogging.
10. All general rules apply.

2025 – URD / Riser Changeout

Drop Dead Time: 20 Minutes

Event Summary:

This event will consist of one single-phase pad mount transformer at the end of a radial feed. The transformer has a preferred feed and a spare feed going into the transformer. The fuse will be open, and prior to you starting the event you know that the engineers have verified that the preferred wire is bad, and the spare wire has tested good. One climber will ascend the pole and isolate the line and load side of the cutout. The lineman on the pole will send the fuse door down on a hand line. The lineman will let the groundmen know that the line has been isolated, and that they can proceed with swapping the preferred wire out of the H1a side of the transformer and then install the spare wire that is parked in the parking stand into the H1a bushing of the transformer. The bad wire must be parked into the parking stand in the transformer. When all work is complete, and all men are clear you can let the climber know that the transformer can be energized. Once the transformer has been energized you must take voltage on the secondary side of the transformer by checking you have 120/240 volts on the secondary side of the transformer. Time will stop once you have yelled up to the climber that you have good voltage.

Event Description:

- 1. The secondary conductors that could contribute to a backfeed have been properly isolated and grounded and are not a graded part of this event.**
2. The preferred cable has already been tested to be bad.
3. The spare cable has been tested to be good by the engineering team.
4. All conductors within the minimum approach distance **MUST** be covered
5. If climbing past a secondary crib or system ground the neutral/conductors must be covered and may be floated..
6. Climber will ascend the pole, remove the blown fuse holder, and isolate (lift) the Line and Load side taps.
7. Climber will send down the blown fuse on a handline and notify the groundmen that the feed has been isolated.
8. With two groundman one will be responsible for doing the work on the transformer, and the other will be responsible for watching over the two workers.
9. The groundman that is working on the transformer must wear rubber gloves.
10. The groundman will remove the bad wire from the H1a side of the transformer.
11. The groundman will then remove the spare wire from the parking stand and install it into the H1a bushing of the transformer.

12. The groundman will then install the bad wire into the parking stand to secure it and install a tag on the wire that states the wire is bad.
13. After repairs are complete the groundmen will notify the climber that work is complete and personnel are clear, and he can start the process to reenergize the line feeding the transformer. The replacement fuse holder will be sent up to the climber on a handline.
14. After installing the Line and Load side taps but before installing the fuse, the lineman on the pole must notify the groundmen and verify that all personnel are clear.
15. Install and close the fuse.
16. Groundman will test for secondary voltage on the transformer. 120/120/240
17. After the voltage is called out the time will stop
18. You are still being judged until you leave the event. All general rules apply.