

## 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**

# JUDGING GUIDELINES & GENERAL RULES FOR TEAMS

## 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.**

## 2026 4kV Angle Dead-end Insulator Changeout

**Event:** Simulated changeout of 1 dead-end insulator used to support and insulate 4kV primary wire on single phase corner pole. Rubber gloves required

**Drop Dead Time:** 20 minutes

### **Event Summary:**

Event construction is a 4kV single phase corner pole. Primary wire is supported by 1 dead-end insulator and a CMA-2 angle clamp. The dead-end insulator shall be changed out by two climbers and one groundman. Must use 2 strap hoists & insulated link sticks attached to pole with slings to replace dead-end insulator.

### **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 with the judge's signal with fall arrest system of first climber attached to the pole. First climber brings up handline.
3. Neutral and neutral clamp must be covered before ascending above.
4. Second climber can't start until first climber is in position.
5. Strap hoists are attached to pole with insulated link sticks
6. Dead-end insulator is sent down to ground and sent back up to be installed
7. Second climber descends after first climber reaches the ground and un-belts from the pole. Second climber brings handline down and removes and sends down neutral coverup.
8. Time stops when second climber reaches the ground with both feet
9. All general rules apply.

## 2026 – Guy Wire Installation

**Event:** Rubber gloves required for climber and groundman when tagging guy wire only.

**Drop Dead Time:** 15 minutes

**Event Summary:**

Climber will ascend a 40' pole and install a guy hook (AKA ram's head). Climber will then attach a 3/8" guy wire to the ram's head and climb down. Once climber has both feet on the ground, two groundmen will work together to tension the guy wire and install a new preform on the anchor side of the guy wire. This is a team event requiring one climber and two groundmen.

**Notes:**

Top preform and guy wire will be reused for this event. Teams will be provided:

- (1) 3/8" guy preform (for anchor rod)
- (1) Ram's head
- (1) 12" thru bolt

**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. Material should be checked during set up time to make sure all hardware and preforms are there and in satisfactory condition.
3. Tensioning equipment may not be attached to the anchor or guy wire prior to the start of the event.
4. Time starts with the judge's signal with fall arrest system attached to the pole if desired.
5. Climber must carry a handline.
6. Top preform may not be disassembled and must be hung on the ram's head as is.
7. Guy wire must be tagged for climber but may not be brought to anchor until climber has both feet on the ground.
8. Groundman tagging the guy wire must wear rubber gloves.
9. Rubber gloves may be removed after climber has both feet on the ground.
10. Guy wire must be tensioned by mechanical means (strap jack, chain jack, blocks...)
11. Tensioning equipment may not be removed until all strands are complete (per factory installation instructions.)
12. All strands of the guy preform must be done completely & strands may not overlap.

13. Tongue and groove pliers (AKA candy grabber, channel locks, water pump pliers) shall not be used to complete the final wraps.
14. Time will stop when one groundman calls "time".
15. Tensioning equipment must be completely removed from guy wire and anchor before "time" is called.
16. Completed guy wire must be tensioned properly.
17. All general rules apply.

**Event Cleanup/reset:**

1. Only after the judge has given the OK to proceed, the bottom preform is to be removed.
2. The hanging guy wire and ram's head will be removed by bucket truck.
3. All removed hardware will be placed back on the ground or in the bin in the same condition as it was found at the start of the event.

## 2026 – Hurtman Rescue

**Event:** Simulated 4kV energized, rubber gloves required

**Drop Dead Time:** 8 minutes

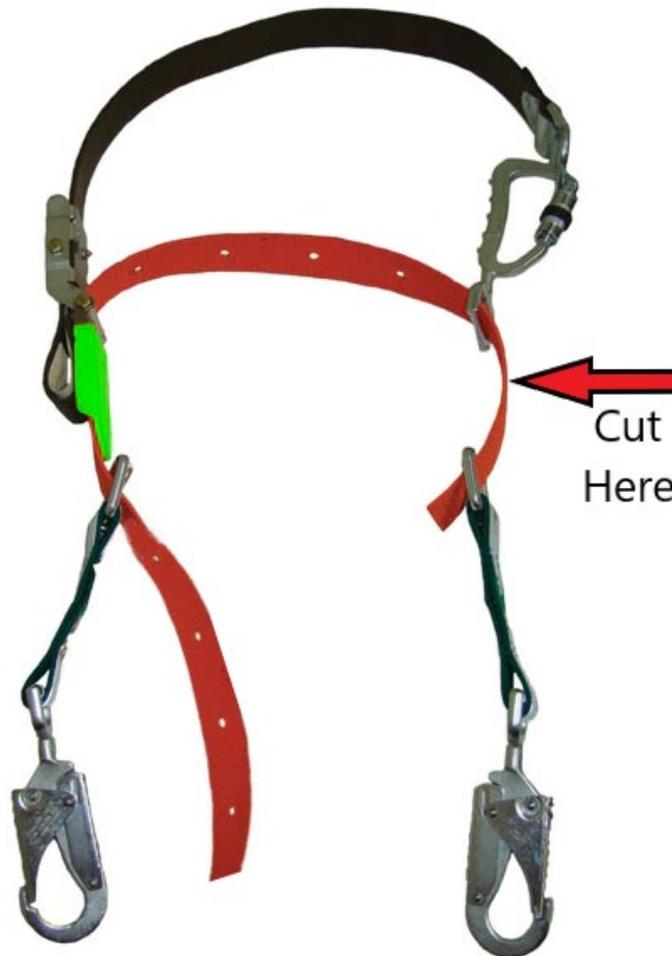
### **Event Summary:**

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. **Climber must verbally initiate Code Blue and pole location to dispatch for first responders.**
4. 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.
5. 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.
6. A minimum of one complete wrap around the crossarm is required before lowering the hurt man.
7. Be sure to call out “Headache” loudly when you drop your sheave. The sheave is to be dropped at the base of the pole.
8. 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.
9. Mannequin should be moved smoothly to the ground, without contacting the pole.
10. Time is over when mannequin touches the ground in a safe and reasonable manner.

11. Exceeding eight minutes to complete the event will result in a 10-point deduction.
12. Knives must be controlled at all times, dropping of knife during event will result in a deduction.
13. Judging will start when participants enter the event and continue until the mannequin hits the ground safely.
14. All general rules apply.



## 2026 – Modified Obstacle Course

**Event:** De-energized, rubber gloves not required

**Drop Dead Time:** 25 minutes

### **Event Summary:**

This event consists of relocating arm-mounted devices on a 40-foot pole equipped with three (3) six-pin crossarms mounted at 20', 26', and 31'.

The bottom (1st) and top (3rd) crossarms are mounted on the same quarter of the pole. **The middle (2nd) crossarm is mounted on the opposite quarter of the pole of the top and bottom arms.**

- Top arm: 100-amp fused cutout mounted with L-bracket
- Middle arm: Polymer dead-end insulator with 5/8" eye
- Bottom arm: Drop-in pin with vise-top insulator

The first climber relocates each device to the opposite end of each arm, stopping and transitioning at each arm, then descends. The second climber relocates each device back to its original position and descends.

After both climbers are on the ground, the ground person opens the fused cutout using a fiberglass extension stick, lowers the fuse barrel to the ground, reinstalls it, and closes the cutout. Time stops when the stick is retracted and properly stored.

### **Event Description:**

1. Teams will be given 5 minutes for set up and questions. Fall arrest must be properly adjusted
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 must transition over the 2 lowermost sets of crossarms on the side the arms are attached to.
5. Hardware shall 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.

## 2026 - Pole Climb with Bag 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 safely and quickly and ring the bell at the top with a hand. In addition, a handline with a weighted bag is attached to a crossarm. Each climber must stop climbing with gaffs within taped off zone on pole and hoist handline with weighted bag up so bag hook touches block sheave, then control the descent of the bag, hand over hand until bag is on ground (No letting rope run through hands). The bag hoist can be done on the way up the pole or on the way down 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. Climber can hoist weighted bag on the way up or down the pole. Either way, gaffs must be within the taped zone on the pole when hoisting bag. Bag hook must touch block sheave, then climber must control the bag descent, hand over hand, until bag is on the ground. **(No letting rope run through hands)**.
6. At top of the pole, climber reaches out and rings bell.
7. Climb down pole. (No hot dogging). Time stops when climber's first foot hits the ground.
8. Two climbing Lineman's scores are added together and averaged for the team score.
9. No free falling or hot dogging. Lineman must be in 3-point contact and in control at all times.
10. There will be a 10-point deduction for failure to ring bell, free falling, hot dogging, pull bag to top, or letting handline rope slide through hands on the way down.
11. All general rules apply.

# 2026 - Transformer Changeout

**Event:** Simulated 4kV energized, rubber gloves required

**Drop Dead Time:** 30 Minutes

## **Event Summary:**

Replace a bad transformer. This will be done on a 4kV structure. The linemen will climb the pole, disconnect the already determined bad transformer, lower it to the ground, reinstall the new transformer, reconnect all connections, reenergize the transformer and check the secondary voltage. The pole gin will already be installed. This is a team event requiring 2 climbers to perform the work on the pole and 1 groundman.

## **General Information:**

- The space between the pole gin lifting eye and the transformer lifting ears will be 48"
- Weight of transformer is 100 lbs

## **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. The transformer has already been determined to be bad and the cut-out will be open with the barrel hanging in the down position.
4. Neutral and neutral hardware must be covered before ascending above.
5. The first climber must carry the hand line up the pole and secure it to the pole with a choker.
6. All material will go up and down via a hand line either properly secured to hand line or in a material bag.
7. The top cut out tap must be removed from the primary and secured.
8. The cut-out barrel (door) must be sent to the ground before work begins to change out the transformer and the fuse replaced in the barrel before sending it back up the pole.
9. Proper care must be taken to insulate from the potential of a secondary back-feed through the service.
10. The linemen need to avoid laying on, supporting themselves on, or allowing the lift line supporting the transformer to rub on the neutral. Incidental contact will not be a deduction.
11. A *manufacturer rated* block & tackle must be used to lower and raise the transformer. The block & tackle can be of any brand or style the team chooses as long as it meets the guidelines and is not altered in any way.

12. The same transformer that is lowered to the ground will be used as the new transformer. The transformer will be lowered to ground and the sling used to support it removed from the hangers then the sling can be put back on the transformer and raised back up the pole for re-installation.
13. A 6' circle will be painted on the ground around the pole. No ground personnel shall be allowed in the circle for the lowering of the transformer from the time the block and tackle are connected to the transformer until the transformer touches the ground and for the raising of the transformer from the time the transformer leaves the ground until the block and tackle is disconnected from the transformer. Failure to adhere to this rule will result in a 10 point deduction.
14. The new transformer connections must be made up exactly as the old transformer was wired **and in the proper order** (the case ground lug, the 3 secondary connections to the transformer, the bottom cut out tap to transformer, the top cutout tap to primary)
15. Once all connections are made the barrel can be re-installed in the cut-out. The barrel can be closed by either lineman with a hot stick as long as both are belted off below the transformer brackets.
16. Voltage must be checked at the transformer fronts, and time will stop when the proper voltage is called out.
17. After time stops the barrel must be opened and left hanging in the cutout. The team must return the event to how it was when they arrived.
18. Judging will start when participants enter the event and continue until they exit the event. You are required and responsible to sign your score sheet. Once the score sheet has been signed and the team leaves the event the score is final and ineligible for appeal.
19. All general rules apply.