

EVENT DESCRIPTIONS

EVENT #1 WRITTEN TEST (Years 1 - 4)

Each year's exam is timed and consists of 25 multiple-choice questions derived exclusively from the books covered during that particular academic year to date

Drop-dead Time: 20 min

Average score: 66

Average time: 5:49

EVENT #2 HURT MAN RESCUE (Years 1 – 4)

Apprentice must remain IN CONTROL and complete steps as quickly and SAFELY as possible:

Competitor will respond to a simulated emergency involving an injured worker at height. The competitor will initiate emergency communication, assess the scene, perform an aerial rescue, and provide ground-level first aid/CPR. Rubber gloves required.

1. **Sound pole**, time starts when given "GO" command
2. **Call** for Help giving exact location and nature of emergency
3. **Assess** the situation to ascertain that the HURT MAN can be safely rescued
4. **Ascend** the pole and safely move the HURT MAN to the ground (Cross arm)
5. **Descend** the pole **and begin First Aid/CPR**
6. **Time stops** when Contestant descends, unclips from pole and starts CPR

Drop-dead Time: (Year 1 = 9 min, Year 2 = 8 min, Year 3 = 7 min, Year 4 = 6 min)

Average score: 100

Average time: 1:18

EVENT #3 FALL PROTECTED CLIMB (Years 1 – 4)

Apprentice must remain IN CONTROL and complete steps as quickly and SAFELY as possible:

Competitors will begin at the base of the pole in full fall protection. On the start command, competitors will ascend the pole, ring the bell, and descend under control using the fall protection system.

1. **Sound pole**, time starts when given "GO" command
2. **Climb pole** with Fall Protection Device and contact the Bell
3. **Descend pole** safely and in control
4. A fall into fall protective device will result in disqualification
5. Timed Event must ring bell
6. Deductions for improper technique and climbing beyond ability
7. Green strap must be in contact with pole at all times
8. **Time stops** when both apprentice's feet make contact with ground

Drop-dead Time: 3 min

Average score: 97

Average time: 1:03

EVENT #4 HOUSE SERVICE CHANGEOUT (Year 1 only)

Apprentice must remain IN CONTROL and complete steps as quickly and SAFELY as possible:

Competitor will perform a residential service changeout using proper PPE and controlled line handling. The competitor will isolate, transfer, and re-establish service conductors in the correct sequence while maintaining safe climbing and grounding practices. Rubber gloves required.

1. **Sound pole**, Time starts when given “GO” command
2. **Ascend** pole safely with Fall Protection and attach hand line to pole
3. **Disconnect** service in proper order
4. **Secure** “live” ends
5. **Call** for PULLING GRIP and install on service conductor
6. **Lower** to the ground
7. **Call** for service and reinstall on J hook
8. **Make** secondary connections in proper order
9. **Time stops** when contestant descends and unclips from pole.

Drop-dead Time: 12 min

Average Score: 78

Average time: 8:15

EVENT #5 GUY WRAP CHANGEOUT (Year 1 only)

Apprentice must remain IN CONTROL and complete steps as quickly and SAFELY as possible:

Competitors will begin behind start line, 5 feet from changeout station. On the start command, competitors will remove existing guy wrap and install replacement wrap, fully securing and locking in place. Competitors will begin with hoist, grip, and tools off the wire; no guy guard will be used.

1. **Sound Pole, Time starts** when given “GO” command
2. Competitor must completely remove guy wrap and install new wrap provided
3. The Competitor must remove all tools from wire before returning to the line.
4. **Time stops** when the Competitor returns across the starting line.
5. Judging will continue until the new wrap has been inspected by the judge.

Drop-dead Time: 8 min

Average score: 81

Average time: 5:50

EVENT #6 KNOT TYING (Year 1 only)

Apprentice must remain IN CONTROL and complete steps as quickly and SAFELY as possible:

Competitor will perform a timed knot-tying sequence at designated stations. The competitor will be required to correctly tie a series of standard utility knots using provided rope, demonstrating accuracy, efficiency, and proper technique.

1. **Time starts** when given “GO” command
2. Competitors will begin behind the starting line, which will be 5’ from knot station.
3. At each knot station the judge will ask for a knot that needs to be tied. The knots to be tied will include a Bowline, Running Bowline, Bowline on Bight, Square Knot, Clove Hitch, and a Sheet Bend. Competitors must attempt to tie all 6 knots.
4. Knots will be tied around a wire (if applicable).
5. Braided ½” rope will be provided for the knots.
6. **Time stops** when the competitors return across the finish line, which will be 5’ from knot station.
7. Judging will continue until each knot has been checked by the judge and the competitor has returned the event back to its original condition.

Drop-dead Time: 5 min

Average score: 100

Average time: 1:28

EVENT #7 MANHOLE ENCLOSED/CONFINED SPACE RESCUE (Year 2 only)

Apprentice must remain IN CONTROL and complete steps as quickly and SAFELY as possible:

Competitors will respond to a simulated confined space emergency involving a mannequin. The competitor will assess the situation, initiate emergency response actions, and perform a controlled extraction of the mannequin from the manhole without causing additional harm.

1. **Time starts** when given “GO” command
2. **Call out** to mannequin to see his status
3. **Order** someone to call 911
4. **Rescue mannequin** out of manhole, must not drop mannequin
5. **Time stops** when the cage is rotated back (the judge will determine the angle of the cage.)

Drop-dead Time: 3 min

Average score: 100

Average time: 1:12

EVENT #8 NEUTRAL DEAD END CHANGEOUT (Year 2 only)

Apprentice must remain IN CONTROL and complete steps as quickly and SAFELY as possible:

This event is performed as a two-person team consisting of a climber and a groundman. The climber will perform a neutral dead-end changeout aloft while the groundman supports controlled material handling from the ground. All equipment must be transferred using handlines; no throwing is permitted.

1. **Sound Pole, Time starts** when given “GO” command with fall arrest properly adjusted and on pole and first gaff into the pole. Rubber gloves must be tested and on climbers hands not on ground
2. The climber will need to climb up to neutral using proper climbing methods bringing working line with him. Once at neutral he will need to cover neutral with one piece of rubber. Using a nylon pole strap and a set of blocks he will need to get enough slack to release dead-end shoe. Then he needs to un-bolt shoe from conductor and send down on handline.
3. Once lineman is in position the hand line will be attached to a fixed object on the pole not off his belt.
4. There will be no tossing of any equipment. Groundman will send up new shoe on line. Climber will install shoe and release blocks and strip pole sending everything down on line.
5. The lineman will control conductor with blocks not by physical force.
6. Groundman must raise equipment in control with working line dropping anything will be a deduction. (Groundman can use leather gloves)
7. **Time stops** when climber’s foot touches the ground

Drop-dead Time: 12 min

Average score: 92

Average time: 5:28

EVENT #9 TRANSITION/OBSTACLE COURSE (Years 2 - 3)

Apprentice must remain IN CONTROL and complete steps as quickly and SAFELY as possible:

Competitors will perform a timed pole climb and transition sequence requiring movement across cross-arm structures while maintaining strict climbing control and safe positioning. The competitor must complete required transitions without contacting restricted areas.

1. **Sound pole**, Time starts when given “GO” command
2. **Climb** on **Cross-arm side** and transition over both arms moving hardware to other side
3. **Contact** upper arm
4. **Descend** and transition both arms on arm side, **DO NOT STEP ON CROSS-ARM or GRAB THE BRACES.**
5. **Descend pole – Time stops** when touching the ground and unclipping from pole

Drop-dead Time: 16 min

Average score: 96

Average time: 7:18

EVENT #10 5kV CROSSARM INSULATOR CHANGEOUT (Year 3 only)

Apprentice must remain IN CONTROL and complete steps as quickly and SAFELY as possible:

This is a two-person team event consisting of two climbers and a groundman. Teams will be provided with a 5-minute setup period for questions. Fall arrest must be properly adjusted, and rubber gloves must be tested and worn by climbers (not stored on the ground). Only one climber may be on the pole at any time. Rubber gloves required.

1. **Sound pole**, Time starts when given "GO" command with fall arrest on the pole and first gaff into the pole. **ONLY ONE CLIMBER MOVES ON THE POLE AT TIME!**
2. The team will be provided with a new VT Insulator.
3. Neutral and neutral clevis must be covered before ascending above if the neutral is floated it still needs to be covered properly
4. The center phase needs to be covered with rubber butted up to insulator and insulator needs to be covered as well as the phase to be worked needs to be covered with rubber butting to insulator Crossarm needs to be covered with rubber blanket before phase is placed on it. The cover on phase needs to be married together before phase is rested on the arm
5. After insulator is replaced, phase can be put in and secured the steps can be reversed. All equipment sent up and down on handline must be in control and not dropped.
6. **Time stops** when both climbers feet are on the ground.

Drop-dead Time: 20 min

Average score: 94

Average time: 14:48

EVENT #11 DEAD END INSULATOR CHANGEOUT (treat as energized 5 kv) (Years 3-4)

Apprentice must remain IN CONTROL and complete steps as quickly and SAFELY as possible:

This is a timed energized simulated dead-end insulator changeout. The competitor will climb to position, install required protective coverings, remove and replace the insulator assembly, and restore the work area using proper rigging and controlled handling of all equipment.

1. **Sound pole**, Time start when given "GO" command
2. **Climb** to position and call for line hoses and cover neutral, transition over
3. **Remove old insulator** with appropriate cover and rigging
4. **Install new insulator**, clip in conductor
5. **Move to safe position** and remove cover up and lower to ground
6. **Descend pole** - Time stops when both feet are on the ground

Drop-dead Time: 15 min

Average score: 100

Average time: 5:48

EVENT #12 SINGLE ARM CHANGEOUT (Year 4 only)

Apprentice must remain IN CONTROL and complete steps as quickly and SAFELY as possible:

This is a timed cross-arm removal and replacement event. The competitor will climb to the work position, remove the cross-arm assembly, and reinstall it ensuring all hardware is properly secured before descending. Pole is de-energized during this event.

1. **Sound pole**, Time starts when given “GO” command
2. **Climb** to work position
3. **Remove the cross-arm** and lower it to ground
4. **Reinstall the cross-arm**; all hardware must be tight
5. **Time stops** when both feet are on the ground

Drop-dead Time: 15 min

Average score: 93

Average time: 20:05

EVENT #13 TEAM TRANSFORMER CHANGEOUT (Year 4 only)

Apprentice must remain IN CONTROL and complete steps as quickly and SAFELY as possible.

This is a two-person team event consisting of one climber and one bucket operator. A non-team member will serve as ground support. The climber works at pole position using fall protection, and the bucket operator performs transformer handling using a jib and sling. Ground support assists only as directed and is not part of the competing team. Main line rubber is pre-installed.

1. **Sound Pole, Time starts** when given “GO” command
2. Bucket truck de-energizes the transformer
3. Climber ascends pole with Fall Protection
4. Bucket truck moves into position to make ready to lower transformer with jib and sling.
5. Call for shotgun and remove primary lead then remove secondary leads/drop triplex
6. Call for sling and install it on transformer
7. Connect sling to JIB
8. Climber loosens transformer bolts, **CALLS** for raising of transformer off bolts. When clear of pole, bucket operator lowers transformer to judge eye level, judge will give ok to take back up.
9. Informs climber transformer is coming up
10. Reinstall transformer on bolts and secure
11. Reinstall secondary leads - neutral first
12. Then bucket operator checks climber is clear and connects primary lead with shotgun
13. Climber descends pole
14. Once climber is off the pole, Bucket re-energizes transformer
15. **Time stops** when both climber’s feet are on the ground and bucket is cradled

Drop-dead Time: 20 min

Average score: 98

Average time: 15:36