## Apprentice Event-Vertical Hurtman Rescue

Chief Judge: Charlie Palmer

Mean Time: 4 minutes Drop Dead Time: 8 minutes

This will be an **individual event**. The participant must both open the switch and climb the pole to rescue the hurtman. **Tagging the mannequin's feet is not required.** 

Competitors will have 5 minutes to set up and ask questions before starting.

The switch (cutout) feeding the transformer must be opened **before** the climber can step onto the pole. It must be opened from the ground using an extendo stick and rubber gloves. The stick must remain off the ground and the competitor's body anytime it is in contact with energized equipment.

The climber must wear rubber gloves from ground to ground. Once at the mannequin, the competitor will:

- 1. Split the handline.
- 2. Wrap the top part around the pole a minimum of 1½ wraps, run the rope under the mannequin's arms, and tie three half hitches (the splice cannot be part of the knot).
- 3. Lower the mannequin to the ground.

The competitor must attempt to keep the mannequin off the pole and hardware during the rescue. **There will be no deductions for incidental contact** with the pole or neutral conductor if the competitor is making an honest attempt to avoid it.

The mannequin must be lowered gently as if it were a real person.

## **Hurtman Rescue Event Rules**

- 1. **Start Position** Time starts at the judge's signal with the competitor at least an arm's length from the pole and extendo stick. Judges may allow competitors to start either on "Go" or when stepping into the circle.
- 2. **Gloves** All rubber gloves must be stored in the glove bag with cuffs down and no fingers protruding.

- 3. **Climbing Gear** Lineman's belt and hooks must be placed on the ground opposite the switch side of the pole.
- 4. **Extendo Stick** Competitors must provide their own extendo stick. At the start, it must be lying flat on the tarp. The stick must be fully retracted and returned to the tarp **before the climber can step onto the pole**.
- 5. **Opening the Switch** The eye of the stick must be used to open the switch feeding the transformer **before stepping onto the pole**.
- 6. **Stopping Time** Time will stop once the mannequin is completely on the ground with slack in the handline.
- 7. **Climber's Role** The climber must secure and lower the mannequin gently as if it were a real person. Climber will stay on pole and help hang mannequin.
- 8. **Closing the Switch** The bucket operator will close the cutout after the mannequin is hanging.
- 9. **Movement Restriction** The climber must stay within a 5-foot circle while wearing gaffs.
- 10.**Glove Use** Rubber gloves or work gloves must be worn anytime tools or equipment are being handled.
- 11.**Bashlin 57-A Insert** The competitor must cut the Bashlin 57-A insert correctly. A 10-point deduction applies if it is cut in the wrong location.
- 12.**Knife Safety** The knife blade must not be exposed while climbing and competitors must cut away from themselves.
- 13.**Knot Requirement** The mannequin must be tied under the arms using three half hitches. The eye splice cannot be used as part of the hitches. A 4" PVC conduit will be used to measure the tightness of the knot.



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