



COMPETITION GENERAL RULES

Events will be judged for:

- Safety
- Work practices
- Neatness and ability
- Equipment handling
- Timely completion of the event

Events must be completed in the order shown on your schedule. Each event must be marked complete by an event judge before you can start the next event unless re-routed by a Master Judge.

1. All safety rules are to be observed during events.
2. Competitors will not be allowed to compete if bleeding.
3. Rubber gloves (Class 2 or greater) are required for all simulated energized events or as specified for each individual event.
4. Work gloves shall be worn when performing any work on the ground or at any time during the competition when rubber gloves are not required.
5. Safety glasses are required for all events (ANSI approved stamped Z87.1).
6. Hard hats must be worn properly during all events (ANSI approved stamped Z89.1).
7. Hooks must be equipped with gaff guards outside event circle.
8. Long sleeve shirts are required; sleeves can't be pushed or rolled up.
9. All tools shall be provided by the competitors unless noted otherwise on the individual event specification.
10. Competitors will receive 5 minutes to ask questions and lay out tools, materials, etc., before each event starts.
11. A tool inspection may be conducted by the chief or event judge to check for safe condition and for any alterations to tools. All tools necessary for completing an event must be brought in and taken out through the event entry and exit. Tools or materials shall not be brought in/out through the arena ropes. If alterations or a homemade tool are discovered at the event site, competitors will be deducted **10 points** at the judge's discretion, and referred to the Appeals Committee should a call be contested. Points deducted will be deducted from the event that the competitor is competing in at the time the alterations are discovered (points will not be deducted for alterations outside of the event arena after competitors have checked out through the exit auditor).
12. Teams must supply and utilize a 10'x10' (minimum) tarp to protect live line tools and equipment during simulated energized events, equipment must not make contact with the ground. Tarps will be provided for the Journeyman Hurtman Rescue event.
13. Video footage will not be allowed to settle judging disputes.
14. Time for each event will begin at the judges' signal. The competitor must be standing an arm's length from the pole. Time stops when the last climber has both feet on the ground unless noted otherwise on an individual event specification.

15. Cheering is encouraged, but professional coaching from supporters outside individual event arenas will not be allowed. Such incidents will be addressed by first issuing a warning and if continued will result in 2 points being deducted from the competitor.
16. Battery powered tools are not allowed.
17. All permanent connections shall be wire brushed before completing connection, or as specified for each individual event.
18. All connections and hardware will be tightened to the appropriate torque rating using the proper tools (channel locks shall not be used to tighten nuts).
19. On all simulated energized events, proper cover-up is required, NESC 2017 MAD.
20. A climber wearing his or her climbing gear may assist the groundman with framing material during the event; however gaff guards must be on gaffs.
21. Hooks must be equipped with gaff guards outside event circle.
22. Judging will continue until all materials are packed up and the event site is restored to the original condition.
23. Personal fall protection systems are required in all climbing events. The fall arrest device shall be supplied by the competitor and be used in accordance with the manufacturer's specifications along with the use of a secondary work positioning strap or lanyard while transitioning around attachments on the pole. (The use of two fall arrest devices will not be permitted). While using the secondary positioning strap or lanyard the competitor shall not get into a position to allow for a free fall greater than 0.6 meters (2 feet). It will be a requirement for every event that the secondary positioning lanyard be disconnected and parked on a D-Ring after transitioning above or below hardware on the pole. With that being said, no climber will be allowed to work from the secondary positioning lanyard and must make a full transition and be in full fall arrest prior to doing any work.
24. Competitors will not be allowed to affix the Fall Arrest belt to the pole during the set-up time.
25. Hand lines must be used for all climbing events unless otherwise noted on each individual event. There must be one handline for every structure to be climbed. Handlines must meet the requirements stated in the 16th Edition of the APPA Safety Manual Section 507.19 and in the cooperative safety manual Section 60.1 that the handlines be constructed of a minimum ½ inch diameter rope. The first climber to climb the pole must carry the handline and the last man on the pole below the neutral shall railroad the handline or bring down during their descent.
26. Competition eligibility requirements must be met;
 - a. All participants must be employed by Santee Cooper, a SC municipal electric utility, or a cooperative.
 - b. A person is considered an apprentice for 4 years and 364 days or less. A person with linework experience equal to or greater than 5 years will be required to compete as a journeyman. A team consists of two journeyman linemen and one ground support person. The teams will designate two climbers and one groundman for each event. Teams will have the option to alternate the climber/groundman roles between events. An apprentice will be allowed to compete on a Journeyman team. If a team member is hurt, that individual is out of the competition for the remainder of the events. The team can then substitute a registered alternate for the one hurt. All substitutions must be approved by the master judge.

INFRACTIONS: 2- and 10-point deductions

2-point deductions

1. Not wearing hardhat (ANSI approved stamped Z89.1).
2. Not wearing safety glasses (ANSI approved stamped Z87.1).
3. Not wearing ANSI approved body belt.
4. Not wearing ANSI approved Climbers (Hooks).
5. Failure to cover hook gaffs with gaff guards outside event circle.
6. Climber doing ground work inside circle without gaff guards on.
7. Improper cover up.
8. Twisted hand line operation.
9. Dropping tool, material, or equipment.
10. Cutout with loss of control on pole.
11. Hot dogging – Out of control. Example: excessive uncontrolled speed, drop steps, etc.
12. Failure to keep at least one gaff in the pole at all times.
13. Hand line operation while climber is climbing or repositioning on the pole.
14. Work being performed on the pole while another climber is climbing.
15. Misuse of tools.
16. Exposed blade on skinning knife.
17. Misuse of insulated cover-up.
18. Not wearing a long sleeved shirt. (Sleeves must be down)
19. Injuries or cuts which result in bleeding.
20. Loss of control.
21. Failure to keep tools and equipment completely on the tarp.
22. Poor housekeeping.
23. Exceeding the event time.
24. Ground man not wearing work gloves.
25. Climbers not wearing work gloves (when rubber gloves are not required) to perform work (work gloves are not required when putting on climbing gear).
26. Climbers failing to wear rubber gloves (in events where they are required) ground to ground.
27. Fall Arrest system not used within manufacturer's guidelines and/or not keeping system adjusted properly.
28. Cross-over lanyard not being snapped back in the D-ring after crossing an obstacle.
29. Hanging tools on phase conductors, neutrals, cross arms, or safety straps.
30. Failure to maintain approved minimum approach distances as described by NESC 2017.
31. Failure to follow event rotation schedule, unless instructed to do so by the master judge.
32. Checking in late for an event (Only 30 minutes is permitted between events).
33. Professional coaching (step-by-step instruction) from outside the event arena.
34. Using tools that are not manufacturer approved.
35. Others as determined by individual event descriptions.

10-point deductions

1. Accidental contact with phases (with any equipment other than rated and approved live line tools).
2. Working opposite phases (simulated energized) at the same time.
3. Not using hand line, bucket, or material bag for sending tools or materials up or down the pole.
4. More than one climber ascending or descending the pole at the same time.
5. Climber not wearing class 2 or higher rubber gloves (in events where they are required) ground to ground.
6. Cut out that results in a fall to ground.
7. Exceeding the drop dead time on any event. (Competitor(s) will be stopped and asked to return the event site back to its original condition.)
8. Unsafe alterations to manufactured tools and equipment.
9. Others as determined by individual event descriptions.

DISQUALIFICATION

1. Violating the code of conduct.
2. Unprofessional behavior.
3. Practicing on rodeo event poles prior to rodeo.
4. Intentional sabotage or tampering with materials or equipment on the rodeo field.
5. Unapproved use of alternates or changing status of team members during the events.
6. Failure to attempt an event.

CONTESTING A CALL

Although we try to avoid any contested calls, there may be a time when the competitor feels the need to contest a deduction. The journeyman team or apprentice must be the one to contest the call. Help from spectators or others in a contested call situation will result in the team or apprentice being disqualified. No team or apprentice will be allowed to protest another team or apprentice.

If a competitor wishes to contest a call he/she must take his/her grievance to the chief event judge who will have been pointed out by the greeter for the event. The competitor must make his/her grievance known to the chief event judge *before* leaving the event area.

The chief event judge will settle the dispute. If the competitor is not satisfied with this ruling, the competitor may then elect to take his/her protest to the Appeals Committee. The Appeals Committee will consist of the Journeyman master judge, the Apprentice master judge and the chief event judge for the event of the call in question. If the Appeals Committee upholds the chief event judge's ruling, the team forfeits two points. *The decision made by the Appeals Committee is final.*

CODE OF CONDUCT

The Lineworkers Rodeo is first and foremost a demonstration of safe work practices and a training exercise. Understanding that there is a competitive aspect to this event, the rodeo committee encourages you to read and adhere to this code of conduct. Doing so will ensure that all participants are treated with equality and respect, and that the Lineworkers Rodeo continues to be enjoyable for all.

As a Rodeo Participant, I understand that I must follow these rules to stay in good standing:

1. Respect the Rodeo, compete fairly and follow the rules and regulations.
2. Show respect for the authority of the Rodeo judges.
3. Demonstrate good sportsmanship before, during and after events.
4. Help observers understand the lineworkers' philosophy on safe work practices so that they can watch and enjoy the Rodeo.
5. Be courteous to other teams and treat all competitors, coaches, judges, greeters, auditors, volunteers, APPA staff and others with respect.
6. Respect the privilege of the use of public facilities.
7. Refrain from the use of drugs, alcohol and abusive language/gestures during the competition.
8. Represent your utility in a professional manner at all times.

Thank you for participating in the 2022 Lineworkers Rodeo.