

MONTANA LINEMAN'S RODEO

GENERAL EVENT RULES

GENERAL JUDGING AND SCORING MONTANA LINEMAN'S RODEO

The Montana Lineman's Rodeo has established the following scoring rules to provide the greatest degree of fairness, accuracy, and speed in tabulating the final results. The Rodeo Board, representing all of the groups involved in the rodeo, is the Chief Judging committee. The Board developed these guidelines.

OUR GOAL IS FAIR, ACCURATE, AND CONSISTENT JUDGING.

There will be a change in the method of assignment to each event. In addition to the team judges, each event will have a Chief Judge. The procedure will be as follows:

SCHEDULE AND SCORE SHEET PROCEDURE:

- 1) The event descriptions will be in the team registration handout. Once check-in occurs, a team number will designate each team. This team number will remain consistent throughout the event. Each team (or apprentice) will be provided with three-part, carbonless scoring sheets for each event.
- 2) The scoring sheets are three-part carbonless forms. Once the team enters each event staging area, the Team Judge will complete the necessary information on the three-part scoring sheets.
- 3) Individual names will have to be entered on the Hurt Man and Pole Climb events for individual consideration. These sheets will be the standard three part sheets.
- 4) Teams will line up in the staging area for each event. The order of the team in the line will determine their sequence in entering the event.
- 5) Upon entering the entrance area for each event, the team will meet with a team judge. Teams will provide the Team Judge with their scoring sheet for the particular event. The Team Judge will explain the rules for the event, and answer any questions. Teams will have five minutes to question the Team Judge concerning particulars of the event.
- 6) The team judge will escort the team to the station they will work. The Team Judge will notify the team when to begin the event.
- 7) Upon completion of the event, the Team Judge will escort the team to the exit area. The team Judge, with the Chief Judge, will review the scoring sheet with the team. Teams will have five minutes to discuss the scoring with the Team Judge and the Chief Judge. Scoring sheets will be signed by a team member to signify that the scoring has been discussed with the team. The Chief Judge will also sign the scoring sheet to designate completion of the event. Any team refusing to sign the scoring sheet will be disqualified from that event. The team may question the scoring, but arguing with the judge will result in a 20-point deduction.
- 8) Each team will be given one copy of the three-part event form. One copy of the scoring sheet will remain with the Chief Judge. The Score Keeper will pick up the third part of the score sheet. Once teams leave the event area that event is considered completed and no further discussion surrounding that event will be allowed.
- 9) Any teams or team members interrupting the scorekeepers, or questioning the scorekeeping judge will result in a 20-point deduction.

- 10) All results as determined by the scorekeeping crew are final.
- 11) Video footage will not be allowed to settle judging disputes.

CONTESTING A CALL:

Each event has a Chief Judge. If the team wants to contest a call they must take it to the Chief Judge at that event. The Chief Judge will try to settle the dispute. The dispute must be brought to the attention of the Chief Judge before the team leaves the event, if the Chief Judge upholds the Team Judge ruling the team forfeits two additional points. If unable to settle the dispute with the Chief Judge at the event the team may elect to take the protest to the Master Judge. If the Master Judge up holds the Chief Judge ruling the team forfeits an additional two points.

FAIRNESS AND CONSISTENCY MUST BE SHOWN. IF AN EVENT JUDGE IS WRONG OR THE CALL COULD BE CONSIDERED QUESTIONABLE LET'S GIVE THE TEAM THE BENEFIT OF THE DOUBT!

Example 1: A judge calls something one way for one team and differently for another team.

Example 2: One judge calls something one way but another judge in the same event calls something differently.

Exceeding Mean Time:

As in the past, 2 points will be deducted from the team or apprentice score for exceeding the mean time. If the team or apprentice continues an additional five minutes past the mean time the event will be stopped at that point and the team or apprentice will have an additional 2 points deducted for not completing the event. Needs to be added to score sheets and inform the judges.

Rodeo Rules:

Judging for the Rodeo is based on rules adopted by the Rodeo. Local rules and interpretations are not to be used as criteria for judging.

Registration / Team Number Scheme:

1. Teams must register together. All three members must sign the waiver. The packet will then be given out. It will have all the standard items such as agenda for all events and events for the team.

Scoring:

Each event is worth a total of 100 points

Time will be used only to break a tie.

Total number of events for each team: 4 or 5

Events for Apprentices: 3 or 4 + written test

Judges must sign score sheets.

The first place team or apprentice winning each event will have no points added to its score. Time will be the determining factor in case of ties.

Rule for substitution:

A team consists of three persons: Two linemen and one ground man. One person must be designated groundman for the team. The groundman remains the groundman for all events. If a man is hurt, he is out of the competition for the rest of the events, but the team can substitute an alternate man for the one hurt. The groundman can be the alternate lineman. The alternate man can be designated as a substitute for lineman or groundman.

Chief Judges:

The Chief Judge will assign another person to check teams in and out and to give instructions. The Chief Judge is not to judge teams or point out mistakes that teams make to the Team Judge while the team is competing. The Chief Judge will be free to roam the event area and watch for inconsistencies in judging and bad or unfair calls. If any of those are noticed the Chief Judge will pull the Team Judge off to the side and point the errors out to him. If the Team Judge persists in making bad calls he will be asked to leave the event.

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 and 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.

Events will be judged for:

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

Each event must be marked complete by an event judge before the contestants start the next event.

Rule for Team Judge questions:

Participants may ask the Team Judge questions before the event begins, but not during the event. They may ask the judge to clarify any questions they have before the event starts. It is the participants' responsibility to ask the questions. Participants have a maximum of 5 minutes to ask questions and lay out their tools.

SCORING

42182. Scoring will be judged for:
42197. Safety
42198. Work practice
42199. Neatness & ability
42200. Equipment handling
42201. Timely completion of the event
42183. Time will be used only as a tiebreaker.
42184. Total number of events for each team: 4

INFRACTIONS THAT RESULT IN 10 POINT DEDUCTION

42212. Contacting a phase wire
42213. Working opposite phases
42214. Not using hand line or bucket for sending material up and down
42215. Second crew member starts climbing before first is buckled off
42216. Not stringing blocks properly in the apprentice slack block event
42217. Unprofessional conduct

INFRACTIONS THAT RESULT IN 2 POINT DEDUCTION

- 42227. Loose hard hats
- 42228. Not wearing safety glasses
- 42229. Dropping tools
- 42230. Burnouts
- 42231. Hot-Dogging
- 42232. Hand line operation while team is climbing
- 42233. Tool misuse
- 42234. Rubber misuse
- 42235. Wearing hard hat backwards
- 42236. Not wearing long sleeved shirt. Long sleeved shirts are required. OSHA rules apply. Contestants should know what to use and what to wear. If shirt has buttons on the sleeves, they must be buttoned. Sleeves may not be rolled or pushed up on the arms.
- 42237. Twisted hand line operation
- 42238. Not wearing OSHA approved Lineman's belt
- 42239. Poor housekeeping
- 42240. Cut strands or fibers on the rope during Hurt-Man Rescue.

TEAM EVENTS

HURTMAN RESCUE – SIMULATED HOT ON 40' POLE

1. Time starts at whistle with contestant standing one arm length from the pole. Before the event the lineman's belt and hooks will be laid on the ground beside him at a distance of one arm's length from the pole. Rubber gloves must be inside the glove bag at the start of the event. Rubber gloves must be worn continuously from the time the lineman leaves the ground until he returns to the ground.
2. The hand line will be hung on the right side of the pole when looking at the pole from the crossarm side. The hurt man will hang in the center of the pole on the crossarm side with both ends of the safety straps threaded through the braces. **Note: The contestant must take at least one complete wrap around the crossarm before lowering the hurt man.**
3. The rope should be tied under the mannequin's arms with three half-hitches. An eye splice should not be used as part of the hitches. The half-hitch is the only acceptable knot.
4. Contestant must call out "headache" loudly before dropping the sheave. Contestant must drop the sheave into the wood chips at the base of the pole.
5. A Bashlin type 57-N belt with 57-A insert will be used on the mannequin. The contestant must cut only the Bashlin 57-A insert. A 10-point deduction will be assessed for cutting in the wrong place.
6. The mannequin must be moved smoothly down to the ground without contacting the pole or any other piece of equipment that would be injurious to a hurt man.
7. Time is over when the mannequin is on the ground and the rope is slack. The contestant must allow slack in the rope.
8. Contestant must use the provided hand line.
9. For a team, the scores of the two climbers will be averaged together for the team score.
10. The groundman will assist in hanging the hurt man in preparation for the next team of contestants.
11. A rescue that requires more than four minutes will result in a 2-point deduction.

Speed Climb on 40' Pole

The object is to climb and descend a 45-foot pole as quickly and smoothly as possible. This is the only event where you get to show-off your speed. The climber will grip a balloon between his or her teeth in order to measure smoothness.

RULES

Time starts at the whistle with contestant standing one arm's length away from the pole.
Cutouts result in a two-point penalty.
No hot-dogging or freefalling. Contestant must be in control at all times.
Ten-point deduction may be assessed for failure to climb smoothly and safely.

MYSTERY EVENTS

ALL OSHA AND GENERAL LINE WORK RULES APPLY TO THE MYSTERY EVENTS. SPECIFIC RULES ARE LISTED BELOW.

RULES

1. Tailboard before work begins.
2. Use proper cover.
3. No misuse of tools.
4. No dropping of tools or hardware.
5. No short sleeve shirts.
6. Hardhats must not be worn loose or backward.

7. No unprofessional conduct!

Arguing with the judges or other rodeo officials at any time during the function may be cause for immediate disqualification.

INDIVIDUAL EVENTS

HURTMAN RESCUE - SIMULATED HOT ON 40' POLE

Construction: Same as journeyman event except on 40 foot poles.

1. Time starts at whistle with contestant standing one arm length from the pole. Before the event the lineman's belt and hooks will be laid on the ground beside him at a distance of one arm's length from the pole. Rubber gloves are not mandatory for this event.

Contestants from line school will participant against each other not with apprentice contestants.
2. The hand line will be hung on the right side of the pole when looking at the pole from the crossarm side. The hurt man will hang in the center of the pole on the crossarm side with both ends of the safety straps threaded through the braces.
Note: The contestant must take at least one complete wrap around the crossarm before lowering the hurt man.
3. The rope should be tied under the mannequin's arms with three half hitches. An eye splice should not be used as part of the hitches. The half hitch is the only acceptable knot.
4. Contestant must call out "headache" loudly before dropping the sheave. Contestant must drop the sheave into the wood chips at the base of the pole.
5. A Bashlin type 57-N belt with 57-A insert will be used on the mannequin. The contestant must cut only the Bashlin 57-A insert. A 10-point deduction will be assessed for cutting in the wrong place.
6. The mannequin must be moved smoothly down to the ground without contacting the pole or any other piece of equipment that would be injurious to a hurt man.
7. Time is over when the mannequin is on the ground and the rope is slack. The contestant must allow slack in the rope.
8. Contestant must use the provided hand line.
9. A rescue that requires more than four minutes will result in a 2-point deduction.

Speed Climb

The object is to climb and descend a 40-foot pole as quickly and smoothly as possible. This is the only event where you get to show-off your speed. This is the only event in which time is a major factor in scoring. The climber will grip a balloon between his or her teeth in order to measure smoothness.

This is your chance to show off for the audience but remember the rules.

RULES

1. Time starts at the whistle with contestant standing one arm's length away from the pole.
2. Cutouts result in a one-point penalty.
3. No hot-dogging or freefalling. Contestant must be in control at all times. Loss of control such as burns or free-fall will result in penalties of 2 to 10 points per instance.
4. A ten point deduction may be assessed for failure to climb smoothly and safely

WRITTEN TEST

MYSTERY EVENTS
