

The Rodeo offers all lineworkers an opportunity to step out of your comfort zone as you challenge yourself to complete three different events safely, accurately, and proficiently!

Rodeo events are individual. Any apprentice or journeyman lineworker can participate, whether you are from Minnesota or elsewhere.

Everyone who participates will receive a commemorative t-shirt and is invited to join us for our awards reception in the evening.

What to bring

Each competitor should bring the following:

- Hard hat
- Safety glasses
- Work gloves
- Work boots
- Handline
- Climbing gear with fall restraint
- Rain gear
- Minimum class 2 rubber gloves

Recognition

The top three overall winners in the apprentice and journeyman categories will be awarded a trophy. Plus, in each individual event, plaques will be awarded to the top three apprentices and top three journeymen.

Schedule—September 10

9:00	Competitor check-in
9:45	Opening ceremony
10:00–1:00	Rodeo competition
11:00–12:00	Lunch
5:00	Awards reception

Awards will be presented at the Gambler.

Registration is free for members

Advance registration required by August 12

This event is free to lineworkers whose utility/company is an MMUA member, however registration required by August 12. No on-site registration. Non-member fee: \$25.

To register, visit mmua.org/events/mn-rodeo-2024.



Description of events

Event 1: Hurtman rescue

Mean time: 4 min. / Drop dead time: 6 min.

The competitor will rescue a “hurtman” mannequin that is attached to the top of a pole. Time starts on the judge’s signal with competitor standing at least an arm’s length from pole in any direction. The lineworker’s belt, hooks and rubber gloves in bag will be lying on the ground at arm’s length.

Event 2: Rope toss

Mean time: 8 min. / Drop dead time: 10 min.

The competitor will throw a rope over an 8’ fiberglass cross arm mounted at 28’ above the ground on a 40-foot pole. The competitor must tie one end to a guy wire using a rolling bend knot.

The guy wire is 20’ long and one end is attached to an existing anchor. The rope must be pulled tight and tied to another anchor using a bowline on a bight with two snub hitches. Rope will be provided and laid out at each event station. The specified knots are the only knots that will be accepted and can be found in the Lineman’s and Cableman’s Handbook.

Event 3: Single-phase equipotential grounding

Mean time: 6 min. / Drop dead time: 9 min.

The competitor will climb a 40’ pole and install an equipotential ground on the single-phase line. Competitors may load their material bag with the provided cluster bracket and grounds during the set-up time. An 8’ shotgun stick will already be hanging in a bag located at the neutral, with a simulated voltage tester attached to bottom of stick. A visible open-air gap has already been established. The competitor shall follow the equipotential grounding procedures per the APPA standards (APPA Safety Manual, 17th edition, page 273, section 514.1 (i)). Time will stop when the competitor establishes an equipotential zone (EPZ) and signals to the judge they are complete.

Note: All events are performed under the same rules and conditions for apprentices and journeymen alike. See website for competition rules and other event details.