



2026 Minnesota Lineworkers Rodeo

Hurtman Rescue

(Apprentice and Journeyman Event)

Mean Time: 4 minutes

Drop Dead Time: 6 minutes

Event Summary:

This event will be simulating the rescue of an injured worker. Construction will consist of an 8' wooden crossarm mounted on a 40' wood pole. Time starts at the judge's signal with the competitor standing at least an arm's length from pole in any direction. Note: The lineworker's belt, hooks, and rubber gloves in bag will be lying on the ground at arm's length from pole. (You may tool up bare handed.) Rubber gloves required before touching the pole.

Event Specifications:

1. Rubber gloves will be inside the glove bag cuffs down and fingers up with glove bag snapped at the start of the event. Rubber gloves are required ground-to-ground.
2. Looking at the pole from the crossarm side, the hand line will be hung on the right side simulating an injury to a right-handed person. The mannequin will hang on the crossarm side of the pole with both ends of the safety straps through the braces.
Note: Always take a minimum of one complete wrap around the crossarm before lowering the hurt man.
3. Mannequin should be tied under arms with three half hitches. Note: Eye splice should not be used as part of the hitches. The half hitch is the only acceptable knot. A 3" conduit will be used to measure tightness of knot.
4. Be sure to call out "**headache**" loudly when you drop your hand-line sheave. The sheave shall be dropped in the 5' circle radius at the base of the pole.
5. A Buckingham rescue trainer will be used on the mannequin. You must cut the rope insert. A 10-point deduction will be assessed for cutting the belt in the wrong place.
6. The blade of the competitors knife shall not be exposed while climbing.
7. Mannequin must be lowered smoothly to the ground without coming into contact with the pole.
8. Competitor must climb down the pole smoothly and safely. Time will stop when the competitor has both feet on the ground. Note: There must be one gaff in the pole at all times when climbing down the pole.
9. The competitor must use the hand-line provided.

Materials provided:

- Handline



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ROPE TOSS

(Apprentice and Journeyman Event)

Mean time: 8 minutes

Drop dead time: 10 minutes

Event Summary

The competitor will throw a rope over an 8' fiberglass crossarm mounted at 24' 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 exiting 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 Specifications

1. The competitor will be allowed a 5-minute set-up time before the event.
2. Work gloves are required for the duration of the event and during preparation and clean-up.
3. Anchors will be installed on both sides of the pole, 10 feet away.
4. Event timing begins when the judge signals the apprentice to begin.
5. The rope may be thrown from either side of the pole, as long as it is over the arm and between the post insulators.
6. There shall be nothing attached to the rope to aid in throwing it over the arm.
7. Guy wire shall be pulled taught and all knots shall be tied correctly.
8. Time stops when the last snub hitch is tied, and the competitor touches the pole with one hand.

Materials provided

- 3/8 Braided nylon rope (length = 70 feet)
- 3/8 Steel guy wire (length = 20 feet, attached to anchor)



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SINGLE-PHASE EQUIPOTENTIAL GROUNDING

(Apprentice and Journeyman Event)

Mean time: 6 minutes

Drop dead time: 9 minutes

Event Summary

Competitors will have a 5-minute set up time to prepare for the event and ask any questions. Framing on this event will be single phase. There will be 6' spacing between the phase and neutral conductor. 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. Belt and hooks may be on prior to event time start. 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.

Event Specifications

1. Event time begins on judge's signal with the competitor an arm's length away from the pole and the fall arrest system detached from the pole.
2. Equipotential grounding procedures shall be followed per APPA standards (APPA Safety Manual, 17th edition, page 273, section 514.1 (i)).
3. Competitor needs to provide their own material bag and handline for raising and lowering chain binder and grounds.
4. Time stops when the competitor signals the judge that they've established an equipotential zone (EPZ).
5. The judge will inspect the EPZ from the ground.
6. Once the judge has finished his/her inspection and given the okay, the competitor will remove the EPZ equipment in the proper order.
7. Competitor is judged until he/she is back on the ground.

Material provided

- Chain binder
- Grounds – 2
- 8' Shotgun stick in bag