Chief Judge: Jason Cloyd

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## HURTMAN RESCUE (Journeyman)

Simulated Hot on 40' Pole / Rubber Gloves Are Required Mean Time: 4 minutes

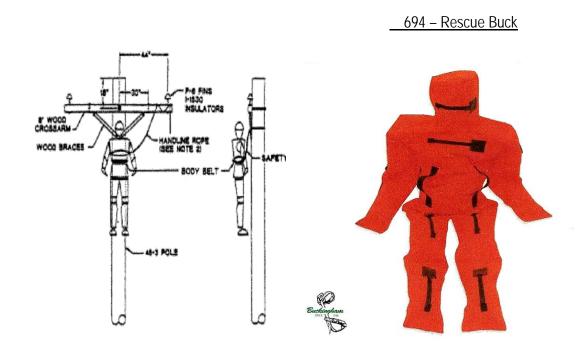
<u>Scenario</u>: Lineman has climbed pole and safetied off between braces. While hanging handline on the arm he made contact with phase, dropping handline.

- 1. Time starts at judge's signal with apprentice standing inside the painted circle 10' from the painted circle around the pole. The apprentice's belt and hooks will be hanging on a structure simulating hanging in a truck bin, with safety straps snapped into the D-ring and belt unbuckled. Structure will be 10' from pole circle.
- 2. The hurtman will hang in the center of the pole on the cross arm side with both ends of the safety strap going over and through the braces.
- 3. At judge's signal, the apprentice will retrieve tools and carry them to the pole circle.
- 4. The handline will be laying on the ground with in the circle at the pole. The apprentice will carry the provided handline with Ox Block with Ox Hook up the pole and hang sling over the cross arm and snap hook into sling. Handline must be carried on a break-away hook ( 2402A or 2402G ).
- 5. The Rescue Manikin must be tied under the arms with three half hitches (Eye splice shall not be used as part of the hitches). The half hitch is the only acceptable knot.
- 6. Be sure to call "HEADACHE" loudly if you drop the hook to the ground. The hook must land in the painted circle at the base of the pole if dropped.
- 7. Before cutting insert strap to lower manikin the Ox Horn Hook gate keeper must be closed.
- 8. A Buckingham 488P will be used on the manikin. You must cut the orange insert of the safety (see diagram below) or there will be a 10-Point deduction for cutting the belt in the wrong place. In addition, the cost of a replacement strap will be the responsibility of the competitor's utility (approximately \$ 660.00).



- 9. The rescue manikin must be lowered smoothly to the ground without any contact with the pole. The rescue manikin must land in the painted circle.
- 10. Time will stop when the apprentice's first foot touches the ground.
- 11. Handlines will be provided and must be used during rescue.
- 12. Exceeding four minutes to complete the event will result in a 10-point deduction.
- 13. Judging will start once the apprentice enters the event and continue until that apprentice exits the event.
- 14. NOTE: Using a length of 4" PVC conduit between the rope and the manikin, judges will evaluate the knot around the rescue manikin. See images below of rescue manikin 694- Rescue Buck (Approx. 150 lbs.) and Ox Block that will be used during the Hurtman Rescue.

Note: You will have 5 minutes for set-up prior to event. Read guidelines (General Rules)







## **Starting Position**

