

Hurtman Rescue (Senior)

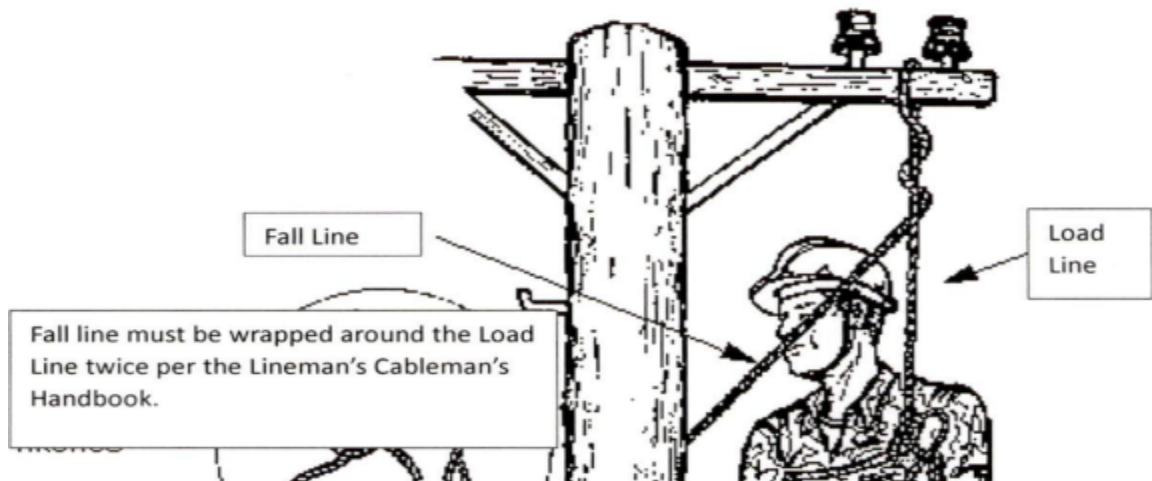
Mean Time: 4 minutes

Simulated Hot on 40' Pole / Rubber Gloves Are Required

1. Time starts at the judge's signal with the lineman inside 11' circle around the pole. Climbing tools will be in the circle at the base of the pole.
2. The Rescue Manikin will hang in the center of the pole on the crossarm side with both ends of the safety strap going over and through the braces.
3. At the judge's signal, the lineman will proceed to put on all tools inside the 11' circle at the pole (this can be done without leather gloves or rubber gloves).
4. The provided handline will be hanging on the cross arm to the right side of the manikin with the hook on the ground. The lineman will split the handline and pull either the hook or the snap up to the handline block. When the Lineman gets to the rescue position the handline block will need to be dropped to the ground before rescuing the manikin (**This can be done before or after tying the manikin**). "HEADACHE" must be called before the handline block is dropped. The handline block must land in the 11' painted circle. If the handline block bounces out of the circle there will be no deduction if it lands inside the circle first.
5. The Lineman must use one of two approved Handline Rescue Methods. (**Examples shown on the next page**)
6. The rescue manikin must be tied under the arms with three half hitches (**Eye splice marked with red tape 12" from the snap and the hook shall not be used as part of the hitches**). The half hitch is the only acceptable knot.
7. The Lineman will not be allowed to wrap the handline around the end of the crossarm. The handline can only be placed between the insulator on the crossarm and the pole. (**OX Block will not be used**)
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.
9. The Rescue Manikin must be lowered smoothly to the ground and land in the painted circle. (Contacting the pole is acceptable)
10. The Rescue Manikin must land inside the painted circle. If any part of the manikin is outside the painted circle there will be a 2-point deduction.
11. Time will stop when the lineman's first foot touches the ground in a safe and reasonable manner.
12. Exceeding 4 minutes to complete the event will result in a 5-point deduction.
13. Judging will start once the lineman enters the event and continue until that lineman exits the event.
14. **Note:** Using a length of 4" PVC conduit between the rope & the manikin, judges will evaluate the knot around the manikin.

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

Approved Rescue Methods



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