

Hurtman Rescue (Team)

(Mean Time: 4 minutes)

Simulated Hot on 40' Pole / Rubber Gloves are Required

1. Time starts at the judge's signal with both lineman & the groundman outside the 11' work circle. Climbing tools will be in the 11' circle at the base of the pole.
2. This will be a three-person team event with all three contestants participating at the same time and at the same station. Both climbers will climb the pole to assist with the rescue. One climber will set up and operate the OX Block, while the second climber will work at the mannequin.
3. A shotgun stick will be locked in the eye of the line side jumper hot line clamp. The fuse barrel will be in the closed position. The line side and load side jumper will be connected to the primary indicating that it is still energized. The extendo stick will be laying on the ground in a designated area.
4. The linemen's belts and hooks will be placed inside the 11' circle. Hooks or climbers may have gaff guards off while in the circle only. Rubber gloves shall be cuff down in their bag. Climbers and belt may not be put on until time starts.
5. One contestant will be the initial responder verbally stating to the judge that an "Emergency Call has been made and Emergency Responders are on the way".
6. The groundman will retrieve the extendo stick from the designated area and open the cutout using the ring in the barrel. After opening, the stick will be retracted and positioned back in the designated area. (Linemen cannot start their climb until the cutout is open. **(There will be a 2-point deduction for touching the pole before the cutout is open.)**)
7. After the disconnect is opened, the line and load jumpers will be removed by one or both climbers utilizing the shotgun stick from below the neutral.
8. One climber will ascend above the mannequin to set up and operate the OX Block with two clicks on the friction bar before cutting the safety of the mannequin. The second climber will tie three half-hitches under the mannequin's arms prior to lowering the mannequin. **(Eye splice marked with red tape 12" from the snap and the hook shall not be used as part of the hitches)**
9. The mannequin shall be lowered in a smooth and controlled manner to the ground by. (Mannequin contacting the pole is acceptable.)
10. Before the mannequin's feet makes initial contact with the ground, the groundman will pull the mannequin's feet to lay gently on its back within the 11' work circle. **(2-point deduction for allowing the mannequin to hit the ground too hard or the groundman not assisting the mannequin to the ground on its back.)** The mannequin must be completely in the circle before time stops.
11. Time is over when the mannequin is on the ground and the groundman is on both their knees and touches the mannequin's chest to prep for CPR (groundman shall be kneeled on both knees next to the mannequin's chest so that CPR could actually be done). The knots and or handline SHALL NOT be adjusted by the groundman (only incidental contact is allowed).
12. Judges will use a 4" PVC conduit between the rope and the mannequin to evaluate the looseness of the knot.
13. **Exceeding 4 minutes to complete the event will result in a 10-point deduction.**
14. Judging will start once the team enters the event and continue until that team exits the event.

