



## Hurtman Rescue

### Chief Judge: Shawn Blomgren

(Journeyman Event)

**Mean Time:** 4 minutes

**Drop Dead Time:** 6 minutes

#### Event Summary:

This team event will be run one time with all three team members participating to rescue the hurtman. Teams have 5 minutes to set up and ask questions. The switch (cutout) feeding the transformer must be opened before the climber can step onto the pole. It will be opened from the ground using an extendo stick and rubber gloves. The stick must be off the ground and the body anytime it is touching anything energized. The climber must wear rubber gloves ground to ground. Lineman will split handline and loop bottom part of handline around mannequin's legs. Then take the rope under mannequin's arms and tie three half hitches (the splice cannot be part of the knot). Once the mannequin has been tied off the climber will utilize the Buckingham "OX Block" with a minimum of one full wrap or two clicks on the fiction bar. The mannequin can then be lowered to the ground while the third member of the team uses the bottom part of handline tied to the mannequin's legs to pull mannequin on to the tarp. You must attempt to keep the mannequin off of the pole and hardware. There will be **NO** gigs for incidental contact of the mannequin on the pole, neutral or service provided the tag man is making an honest attempt. The mannequin must land with **all** of this body on the tarp provided, and he must hit the ground gently as if it where a real person. A 10x10 tarp will be provided and placed 5' from pole centered under switch. **If facing the switch the OX Block will be caught off right above the bracket and to the right side.**

#### Event Specifications:

1. Time starts at judges signal with all team members at least an arm's length from pole and extendo stick.
2. All rubber gloves will be in glove bag cuffs down with no fingers protruding.
3. Lineman's belt and hooks will be on the ground opposite the switch side of the pole.
4. Extendo stick will be lying flat on tarp fully retracted.
5. All three team members must be used. One must climb, one must open switch, and one must tag the mannequin.
6. Time will stop when mannequin is on the tarp with **slack** on the handline, and extendo stick is fully retracted and back on tarp.
7. Climber will stay on pole and help hang mannequin.
8. Team will close switch back after time stops. Any team member can close it back and work gloves can be used.
9. You must use the eye to open and close switch.
10. When time starts extendo stick will be lying flat on tarp and must be back on tarp fully retracted before time will stop.



11. Climber must stay in 5-foot circle while he has his gaffs on.
12. Rubber gloves or work gloves must be worn anytime you are working or handling tools and equipment.
13. You must cut the rope insert on the Buckingham Rescue Trainer device. There will be a 10-point deduction for cutting the belt in the wrong place.
14. The blade of the climber's knife must not be exposed while climbing.
15. Judges will use a 4" PVC conduit between the rope and the mannequin to evaluate the rope knot, the eye splice can not be in any part of the knot.
16. You may use any standard knot or hitch on the mannequin's legs that can be easily removed. (including placing the rope through the hook, but it must not come off)

**Teams will provide their own:**

Extendo Stick