

## 2018 Hurtman Rescue Chief Judge: Shawn Blomgren

(Journeyman Event)

**Mean Time:** 4 minutes

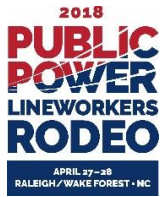
**Drop Dead Time:** 6 minutes

### Event Summary:

This team event will be run one time with all three team members participating to rescue the hurtman. All three team members must be used. One must climb, one must open switch, and one must tag the mannequin. 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. The climber will split handline and loop bottom part of handline around mannequin's legs. Then they must take the top part and wrap around the pole a minimum of one and a half wraps, run the rope under mannequin's arms, and tie three half hitches (the splice cannot be part of the knot). The mannequin will 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. Teams 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 or neutral conductor provided the tagman 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 were a real person. A 10x10 tarp will be provided and placed 5 feet from pole centered under switch.

### 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. When time starts extendo stick will be lying flat on tarp and must be back on tarp fully retracted before time will stop.
5. Teams must use the eye to open switch.
6. Time will stop when mannequin is on the tarp with **slack** in the handline and the extendo stick is fully retracted and back on the 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. Climber must stay in 5-foot circle while he has his gaffs on.
10. Rubber gloves or work gloves must be worn anytime the competitors are working or handling tools and equipment.
11. Teams must cut the Bashlin 57-A insert. There will be a 10-point deduction for cutting the belt in the wrong place.
12. The blade of the climber's knife must not be exposed while climbing.
13. Judges will use a 4" PVC conduit between the rope and the mannequin to evaluate the rope knot, the eye splice cannot be in any part of the knot.
14. Teams 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)



15. The actual field will be built to the event specifications. There **will not** be any secondary conductors below the neutral.

**Materials:**

- Extendo Stick (teams will provide)