

Hurt-Man Rescue (Individual, Apprentice, Senior)

Mean Time = 5 minutes ~ Dead Time = 7 minutes

Event Description: This event is designed to demonstrate the skill of rescuing an injured man from a transformer pole.

The pole will be a 40 foot, single phase pole with transformer, fiberglass stand-off bracket (M.I.F. bracket) with fuse cut-out (see attached diagram G 1.5). There will not be a primary conductor wire installed. There will not be a triplex service or grounds attached to transformer. A manikin will be placed with safety above upper transformer hanger, positioned on opposite sides of pole from transformer. A shotgun stick will be hanging on the neutral wire. A hand line will be tied off around the M.I.F. bracket.

The climber's gear (hooks, belt, and rubber gloves) will be located at a designated spot within the event area. Tools belts must be unfastened and gaff guards must be on. No part of the fall protection belt will be allowed on the pole prior to time starting. The judge, upon getting the ready signal from the climber, will say "ready, set, go". The time will begin upon "go".

The climber will then be required to make a simulated "May-Day" call from a designated spot within the event area. The lineman will then bring his tools within the marked 30' diameter circle around the pole and adorn the climbing tools and ascend the pole.

The lineman will open the cut-out switch with the provided 8' shotgun stick. Afterwards, the lineman will be allowed to approach manikin. Rescuers must use the provided screwdriver as the friction point for lowering the victim. The screwdriver will already be driven into the pole, one inch above the top transformer hanger. The screwdriver will be positioned above the manikin's left shoulder. There will be one station with the screwdriver places above the manikin's right shoulder. The hand-line must be attached to the manikin using 3 half-inch knots. The manikin will be lowed to the ground in a controlled manner. The time will stop when the manikin is on the ground and the hand-line is slack.

Basic Rules:

1. Climbers will have a maximum 5 minute set-up time.

2. During team events only, 1 additional team member (groundman) will be allowed within the event area to assist climber, however, he must stay out of the pole circle until time has stopped.
3. Time starts upon judge's signal.
4. The event is simulated hot for the journeyman and apprentices. This means that the climbers will use rubber gloves during this event.
5. The lineman's tools will be located at a designated spot within the event area, outside the pole circle area. The rubber gloves will be in a snapped (or Velcro) , closed bag.
6. Time stops when manikin is on the ground and the hand line is slack, but judging continues until participant leaves event area.
7. Lineman will be expected to assist with resetting event.

Possible Deductions (2 pts. unless otherwise noted):

1. Infractions of any rules listed in the General Rules.
2. The climber (or team membe) must make a clear "May-Day" call within the designated area.
3. Failure to have tool belt, glove bag, or hooks properly positioned before starting event.
4. Failure to properly open cutout before approaching manikin.
5. Improper use of fall protection belt/safety.
6. The knife must be sheathed or folded. Use of an open tool pouch is not acceptable.
7. The climber must yell "head-ache" when dropping the rope or the sheave.
8. The climber must properly rig the rescue manikin.
9. The rope shall be tied around the manikin's chest.
10. Three half-hitch knots shall be used and the rope tied to the manikin tight enough so the judge cannot insert a 4 inch PVC conduit between the tied rope and the manikin.
11. The safety (pole strap) must be cut at the indicated inserts (between buckles).

12. As he cuts the manikin's safety, the rescuer's cutting motion must be away from his body.
13. The manikin must be lowered in a controlled fashion. The manikin cannot hit the ground hard. (Hitting the ground too hard is the judge's call. It will be based on the question, "*Would the impact produce injury to a real victim?*")
14. Team member entering pole circle area before time has stopped (team events only).
15. Failure by ground man to simulate initial CPR motions (team events only).
16. Lineman climbing down while team member within pole circle (team events only).

JUDGES NOTE: the manikin will be allowed to touch the pole on its descent.