

# 2026 Collegiate Lineman Rodeo Mitchell Technical College

## **Agenda**

### Thursday April 23<sup>rd,</sup> 2026:

Check-in time will be from 4:00 PM to 7:00 PM at the Energy Training Center. At check-in, competitors will receive their packet, including a ticket for lunch on Friday, a ticket to the awards dinner, event rules, a map of events, an official College Rodeo T-shirt, and more.

### **Friday April 24<sup>th</sup>, 2026:**

Breakfast will be served from 7:00 to 8:30 AM in ETC, and opening ceremonies will take place at 9:00 AM. Events will begin immediately following the opening ceremony. Competitors can use their lunch ticket at their convenience. Lunch will begin at 11:00 AM. Once all competitors complete all events, time permitting, there will be a "mystery event". The mystery event will not be counted toward the individual or team competition scores. The awards dinner will begin at 5:00 PM in the Campus Center. After dinner, Awards will be given out in the Campus Center.

## **General rules:**

Contestants are responsible for bringing climbing gear, hand tools, PPE, and one handline for each team.

## Cross Arm Change Out – on 40' Pole

- Only one fall restraint and one safety strap shall be used during climbing events.
- The structure will be framed to C-1 specifications (an upset bolt will not be installed).
- Note: ½-inch bolt will be used in place of lag.
- Tools allowed: 12- and 10-inch adjustable wrench, hammer, channel lock, screwdriver, hand line, sheave with safety lock and becky (<u>no Meat Hooks</u>), climbing tools of the participants' choice. <u>Note: NO quick wrenches of any kind.</u>
- Gloves shall be worn

The following steps apply:

- 1. Participant may attach their fall arrest to the pole before time starts.
- 2. Time starts when the first gaff enters the pole.
- 3. Climb the pole to the work location.
- 4. Set the hand line for the rigging of the cross-arm and loosen the cross-arm. Becky and sheave must be attached around the pole and the pole top pin. **Not just pole top pin.**
- 5. Cross-arm must have two points of attachment with the handline prior to lowering to the ground! (Example: Hand line must be attached with timber/clove hitch and two half hitches before lowering to the ground.)
- 6. Lower the cross-arm to the ground. Make sure the cross-arm comes in contact with the earth. Cross-arm CAN NOT slam on the ground. <u>Note:</u> <u>Throwing a cross-arm is a penalty.</u>
- 7. **Bring the cross-arm** back up and bolt it back in place. **Note: Use hand over** hand method only for raising cross-arm. NO running to raise cross-arm.
- 8. Participants will then tug on the cross-arm braces to ensure the nut is tight.
- 9. Lower the sheave, making sure to yell "headache", then drop the hand line.
- 10. Climb down the pole.
- 11. The time stops when the first foot hits the ground.

Participants will be scored with 100 points possible. Infractions will result in a two-point deduction for each occurrence. Participants' time will be applied in the event of a tie score.

# MTC 2026 Cross Arm Change Out – on 40' Pole

Participant name:	Team name:	School:	
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Two-point deduction Infractions		# of		Points deducted
Free ading action times (Final)		infractions X 2 =		
Exceeding set up time (5 min.)				
Not wearing PPE as required		X 2 =		
Fall arrest system not used with			X 2 =	
guidelines and/or not keeping sy Cutout with loss of control on th	ystem adjusted properly		X 2 =	
Beginning work without securing	•	X 2 =		
Setting material/tools on crossa		X 2 =		
Dropping tools, materials or PPI		X 2 =		
11 9	<u> </u>			
Improper securing of crossarm		X 2 =		
Uncontrolled descent of crossar	m		X 2 =	
Loss of control of crossarm			X 2 =	
Failure to railroad handline prior	<u> </u>		X 2 =	
No audible warning when dropp	ing handline		X 2 =	
Exceeding mean time (8 minute	s)	X 2 =		
<b>Five-Point Deduction Inf</b>	ractions	# of		Points deducted
		inf	ractions	
Altering tools and equipment that	at renders them unsafe		X 5 =	
Exceeding the drop-dead time (	12 minutes). In addition,		X 5 =	
the competitor's time for the eve	ent will be doubled.			
Ten-Point Deduction Infr	actions	# of		Points deducted
		inf	ractions	
Cutout and fall to the ground			X 10 =	
Giving up on the event		X 10 =		
Other (list):		X 10 =		
Scoring				
Event Time:			Total Points	
			Deducted:	
	200 /400			
min	sec /100			
Event Judges Last Name:	Chief Judge's Approval:		Total Score (1	00 – Total Deductions):

## **Obstacle Climb**

- Event will be held on a 40' pole.
- Only one fall restraint and one safety strap shall be used during climbing events.
- Three eight-foot cross-arms will be installed on the pole. One at the top of the
  pole and a set of double eight-foot cross-arms will be installed 10 feet below the
  top cross-arm.
- The top arm will have a suspension insulator installed on one end of the crossarm.
- The bottom arms will have an S & C cutout without the fuse door, installed on one end of a cross-arm between the taped white lines.
- Tools allowed: 12- and 10-inch adjustable wrench, hammer, channel lock, screwdriver, hand line, sheave with safety lock and becky. May use OX Block with carabiner. Note: No Meat Hooks and NO quick wrenches of any kind.
- Gloves with leather/synthetic leather palms shall be worn.
- Coaching allowed by participating team member only.

#### The following steps apply:

- 1. Participant may attach their fall arrest to the pole before time starts.
- 2. Time starts when the first gaff enters the pole.
- 3. Participant should take a hand line with them and it should be set before work begins. Hand line may only be attached to cross-arm or pole. **Note: Not cross-arm braces.**
- 4. Participant must be belted off below the cross-arm on which they are working.
- 5. Participant will move the suspension insulator from one side of the top arm to the other side of the top arm.

- 6. The participant will move the cutout and bracket from one side of the bottom arm to the other side of the bottom arm. The cutout shall be positioned between the white lines painted on the cross-arm.
- 7. Participants may complete the work in any order they desire.
- 8. When climbing above or below the first set of cross-arms, a transition safety strap shall be used. Fall arrest must be reattached before the work begins.
- 9. Dropped hardware or tools must be sent up the hand line.
- 10. Lower sheave, **making sure to yell "headache"**, then drop the handline.
- 11. Climb down the pole.

Participants will be scored with 100 points possible. Infractions will result in a two-point deduction for each occurrence. Participants' time will be applied in the event of a tie score.

## MTC 2026 Obstacle Climb

Participant name:	Team name:	School:	

Two-point deduction Inf	fractions	# o infi	f ractions	Poi	nts deducted
Exceeding set up time (5 min.)			X 2 =		
Not wearing PPE as required		X 2 =			
Fall arrest system not used with			X 2 =		
guidelines and/or not keeping s Cutout with loss of control on the			X 2 =		
Beginning work without securir	•		X 2 =		
Setting material/tools on cross	•		X 2 =		
Dropping tools, materials or PF			X 2 =		
Pins facing the wrong way on s	suspension insulator		X 2 =		
Cutout not straight			X 2 =		
Cutout outside of one foot man	k		X 2 =		
Improper knots			X 2 =		
No audible warning when drop	ping handline		X 2 =		
Inappropriate language			X 2 =		
Exceeding mean time (8 minut	es)		X 2 =		
Other (list):		X 2 =			
Five-Point Deduction In	fractions	# o		Poi	nts deducted
Altering tools and equipment that renders them unsafe			X 5 =		
Exceeding the drop-dead time			X 5 =		
the competitor's time for the ev					
Ten-Point Deduction Infractions		# of infractions		Poi	nts deducted
Cutout and fall to the ground			X 10 =		
Giving up on the event			X 10 =		
Other (list):			X 10 =		
Scoring					
Event Time:		1	Total Points Deducted:		
min	sec /100	1			
Event Judges Last Name:	Chief Judge's Approval:		Гotal Score (1	00 –	Fotal Deductions):

# Framing a C-1 Structure (Ground)

- Structure will be framed to C-1 specifications.
- Insulators will be already on pins, PTP, and upset bolt.
- Tools allowed: adjustable wrenches, hammer, channel lock, screwdrivers. <u>Note:</u>
   NO quick wrenches or tool pouches allowed. Hardware must remain on tarp until used.
- Gloves shall be worn.
- No coaching allowed.

#### The following steps apply:

- 1. Participant may arrange material and tools in any manner on the tarp.
- 2. Time starts with both hands on the pole and when ready, the judge says "go".
- 3. Frame pole with a pole top pin and insulator.
- 4. Install a "split-bolt" between the PTP bolts. Threaded end will face the same direction as the threads of the upset bolt.
- 5. Frame and mount the cross-arm with pins, insulators, and braces. Through-bolt must be inserted from the opposite side of the cross-arm.
- 6. Align cross-arm and braces. Set lag on top of braces. Do not drive lag.
- 7. Install upset bolt with insulator.
- 8. Time stops when participant returns all hand tools to the tarp and places hands on the pole.

Note: Participant may frame the structure in any order they desire.

# MTC 2026 Framing a C-1 Structure

Participant name:	Tean	n name:	School:	

Two-point deduction Infrac	tions	# o		Points deducted
		inf	ractions	
Exceeding set up time (5 min.)		X 2 =		
Not wearing PPE as required		X 2 =		
Loose hardware (each occurrence)		X 2 =		
Washer not square (each occurrence	•	X 2 =		
Insulators not ready for a wire (each	h occurrence)	X 2 =		
Pole top pin installed improperly		X 2 =		
Cotter pin not facing down the pole		X 2 =		
Cross-arm bolt installed improperly		X 2 =		
Cross-arm not aligned properly		X 2 =		
Inappropriate language			X 2 =	
Exceeding mean time (8 minutes)		X 2 =		
Other (list):		X 2 =		
Five-Point Deduction Infractions		# of infractions		Points deducted
Altering tools and equipment that re	anders them unsafe	X 5 =		
Exceeding the drop-dead time (12 r		X 5 =		
the competitor's time for the event			Λ3-	
Ten-Point Deduction Infract	tions	# o	of	Points deducted
		infractions		
Giving up on the event			X 10 =	
Other (list)			X 10 =	
, ,				
Scoring				
Event Time:			Total Points Deducted:	
min	sec /100			
				I
Event Judges Last Name: Ch	nief Judge's Approval:		Total Score (1	00 – Total Deductions):

## **Lineman Knowledge Test**

- 1. The test will be written by a third-party individual.
- 2. The test consists of 25 multiple choice questions.
- Questions are derived from material contained in <u>The Guidebook for</u>
   <u>Lineman & Cablemen</u> 2<sup>nd</sup> Edition Chapters 1-21
- 4. Each participant starts with 100 points.
- 5. Each incorrect answer or unanswered question is a four-point deduction.
- 6. Testing time is limited to 15 minutes.
- 7. The test will be taken on a computer.
- 8. Each participant will type their first name, last name, and school affiliation in the appropriate boxes.
- 9. After answering any questions, the judge will signal the test to begin.
- 10. Once the participant clicks "Start Now" the time automatically begins.
- 11. After 15 minutes expire the test will automatically be submitted.
- 12. No questions can be asked after the test starts or until the last participant is done with the test.
- 13. The testing program will automatically grade and time the test.
- 14. Time will only be used to break a tie.
- 15. Any protests must be made before exiting the testing area.
- 16. Only event judges and participants are permitted in the testing area.