



April 24, 2026
2026 College Lineman Rodeo
Mitchell Technical College

General Rules

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

Individual contest rules are on following pages.

Crossarm Change Out on 40' Pole

Event Overview

Participants will demonstrate the ability to safely replace a crossarm on a 40-foot pole framed to C-1 specifications.

Equipment & Setup

- **Fall Protection:** Only one fall restraint and one safety strap shall be used.
- **Framing:** The structure is framed to C-1 specs; however, a 1/2-inch bolt will be used in place of a lag bolt (upset bolt will not be installed).
- **Approved Tools:** 12-inch and 10-inch adjustable wrenches, hammer, Channellock pliers, screwdriver, handline, sheave with safety lock and Becky, climbing tools of the participant's choice.
- **Prohibited Items:** No "Meat Hooks" or quick wrenches of any kind are allowed.

Procedure

1. **Preparation:** Participants must ensure all PPE is worn correctly. Gloves shall be worn throughout the duration of the event. Time starts when the first gaff enters the pole.
2. **Ascent:** Climb the pole using approved fall protection.
3. **Rigging:** Set the handline for the rigging of the crossarm and loosen the crossarm. The Becky and sheave must be attached around the pole and the pole top pin (not just the pole top pin alone).
4. **Securing the Load:** The crossarm must have two points of attachment with the handline (e.g., a timber/clove hitch and two half hitches) before being lowered to the ground. Throwing the crossarm is a penalty.
5. **Removal:** Use the handline to lower the old crossarm. The crossarm must come in contact with the earth under control and must not slam on the ground or tarp.
6. **Installation:** Raise the new crossarm using the handline. Use the "hand over hand" method only; running to raise the crossarm is prohibited.

7. **Finalizing:** Secure all hardware. Participants must tug on the crossarm braces to ensure the nut is tight.
8. **Cleanup:** Lower the sheave, making sure to yell “Headache” before dropping the handline.
9. **Completion:** Descend the pole safely. Time ends when the participant has both feet on the ground.

Scoring

Participants will be scored with 100 points possible. Infractions will result in two-, five-, or ten-point deductions for each occurrence. Participant’s time will be applied in the event of a tie score.

MTC 2026 Crossarm Change Out – on 40' Pole

Participant Name: _____ Team Name: _____ School: _____

Two-point Deduction Infractions	# of Infractions	Points Deducted
Exceeding set up time (5 minutes)	X 2 =	
Not wearing PPE as required	X 2 =	
Fall arrest system not used within manufacturer's guidelines and/or not keeping system adjusted properly	X 2 =	
Cutout with loss of control on the pole	X 2 =	
Beginning work without securing handline	X 2 =	
Setting material/tools on crossarm or in mouth	X 2 =	
Dropping tools, materials, or PPE	X 2 =	
Improper securing of crossarm	X 2 =	
Uncontrolled descent of crossarm	X 2 =	
Loss of control of crossarm	X 2 =	
Failure to railroad handline prior to descending pole	X 2 =	
No audible warning when dropping handline	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 renders them unsafe	X 5 =	
Exceeding the drop dead time (12 minutes). In addition, the competitor's time for the event will be doubled.	X 5 =	
Ten-Point Deduction Infractions	# of Infractions	Points Deducted
Cutout and fall to the ground	X 10 =	
Giving up on the event	X 10 =	
Other (list):	X 10 =	
Scoring		
Event Time: _____ min. _____ sec _____ /100		Total Points Deducted: _____
Event Judges Last Name: _____	Chief Judge's Approval: _____	Total Score (100 – Total Deductions): _____

Obstacle Climb

Event Overview

The Obstacle Climb tests a climber's agility, speed, and ability to navigate hardware while maintaining 100% fall protection.

Equipment & Setup

- **Structure:** 40-foot pole.
- **Fall Protection:** Only one fall restraint and one safety strap shall be used.
- **Obstacles:** Three eight-foot crossarms will be installed on the pole. One at the top of the pole and a set of double eight-foot crossarms will be installed 10 feet below the top crossarm.
- **Hardware:** The top arm features a suspension insulator on one end. The bottom arms feature an S & C cutout (without fuse door) installed between taped white lines.
- **Approved Tools:** 12-inch and 10-inch adjustable wrenches, hammer, Channellock pliers, screwdriver, handline, sheave with safety lock and Becky, climbing tools of the participant's choice. An OX Block with carabiner may be used.
- **Prohibited Items:** No "Meat Hooks" or quick wrenches of any kind are allowed.
- **PPE:** Gloves with leather or synthetic leather palms must be worn.
- **Coaching:** Coaching is only permitted by participating team members.

Procedure

1. **Start:** The climber starts with both feet on the ground. Time begins when the first gaff enters the pole.
2. **Ascent:** Climb the pole while navigating the designated obstacles.
3. **Rigging:** Participant should take a handline with them, and it should be set before work begins. The handline may only be attached to a crossarm or the pole, not the crossarm braces.

4. **Positioning:** Participant must be belted off below the crossarm on which they are working.
5. **Task - Top Arm:** Move the suspension insulator from one side of the top arm to the other.
6. **Task - Bottom Arm:** Move the cutout and bracket from one side of the bottom arm to the other, positioning it between the painted white lines.
7. **Completion of Tasks:** Tasks may be completed in any order.
8. **Dropped Items:** Any dropped hardware or tools must be back up using the handline.
9. **Transition:** When climbing above or below the first set of crossarms, a transition safety strap must be used. Fall arrest must be reattached before work resumes.
10. **Cleanup:** Lower the sheave and yell "headache" before dropping the handline.
11. **Completion:** Descend the pole safely. Time stops when both feet are back on the ground.

Scoring

Participants will be scored with 100 points possible. Infractions will result in two-, five-, or ten-point deductions for each occurrence. Participant's time will be applied in the event of a tie score.

MTC 2026 Obstacle Climb

Participant Name: _____ Team Name: _____ School: _____

Two-point Deduction Infractions	# of Infractions	Points Deducted
Exceeding set up time (5 minutes)	X 2 =	
Not wearing PPE as required	X 2 =	
Fall arrest system not used within manufacturer's guidelines and/or not keeping system adjusted properly	X 2 =	
Cutout with loss of control on the pole	X 2 =	
Beginning work without securing handline	X 2 =	
Setting material/tools on crossarm or in mouth	X 2 =	
Dropping tools, materials or PPE	X 2 =	
Pins facing the wrong way on suspension insulator	X 2 =	
Cutout not straight	X 2 =	
Cutout outside of one foot mark	X 2 =	
Improper knots	X 2 =	
No audible warning when dropping handline	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 renders them unsafe	X 5 =	
Exceeding the drop dead time (12 minutes). In addition, the competitor's time for the event will be doubled.	X 5 =	
Ten-Point Deduction Infractions	# of Infractions	Points Deducted
Cutout and fall to the ground	X 10 =	
Giving up on the event	X 10 =	
Other (list):	X 10 =	
Scoring		
Event Time: <div style="display: flex; justify-content: space-between; width: 100%;"> _____ min. _____ sec _____ /100 </div>		Total Points Deducted: <div style="border: 1px solid black; height: 40px; width: 100%;"></div>
Event Judges Last Name: <div style="border: 1px solid black; height: 40px; width: 100%;"></div>	Chief Judge's Approval: <div style="border: 1px solid black; height: 40px; width: 100%;"></div>	Total Score (100 – Total Deductions): <div style="border: 1px solid black; height: 40px; width: 100%;"></div>

Framing a C-1 Structure (Ground)

Event Overview

Participants will demonstrate the ability to accurately assemble a standard C-1 structure on a pole located at ground level. This event focuses on technical accuracy, tool proficiency, and adherence to framing specifications.

Equipment & Setup

- **Hardware:** Crossarm, insulators, braces, and bolts required for C-1 specifications. Hardware must remain on the tarp until used.
- **Insulators:** These will already be positioned on pins, the pole top pin (PTP), and the upset bolt.
- **Approved Tools:** 12-inch and 10-inch adjustable wrenches, hammer, Channellock pliers, and screwdrivers.
- **Prohibited Items:** No quick wrenches or tool pouches of any kind are allowed. Tools must remain on tarp until used.
- **PPE:** Hard hat, safety glasses, and work gloves are required for the duration of the event.
- **Coaching:** Coaching is not permitted for this event.

Procedure

1. **Preparation:** The participant may arrange material and tools in any manner on the tarp.
2. **Start:** Time starts with both hands on the pole. The judge will say "go" when the participant is ready.
3. **Pole Top Assembly:** Frame the pole with a pole top pin and insulator.
4. **Split-Bolt Installation:** Install a "split-bolt" between the PTP bolts. The threaded end must face the same direction as the threads of the upset bolt.
5. **Crossarm Assembly:** Frame and mount the crossarm with pins, insulators, and braces. The through-bolt must be inserted from the opposite side of the crossarm.

6. **Alignment:** Align the crossarm and braces. Set the lag on top of the braces, but do not drive the lag.
7. **Upset Bolt:** Install the upset bolt with the insulator.
8. **Order of Tasks:** Tasks may be completed in any order.
9. **Completion:** Time stops when the participant returns all hand tools to the tarp and places both hands back on the pole.

Scoring

Participants will be scored with 100 points possible. Infractions will result in two-, five-, or ten-point deductions for each occurrence. Participant's time will be applied in the event of a tie score.

MTC 2026 Framing a C-1 Structure

Participant Name: _____ Team Name: _____ School: _____

Two-point Deduction Infractions	# of Infractions	Points Deducted
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 occurrence)	X 2 =	
Pole top pin installed improperly	X 2 =	
Cotter pin not facing down the pole	X 2 =	
Crossarm bolt installed improperly	X 2 =	
Crossarm 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 renders them unsafe	X 5 =	
Exceeding the drop dead time (12 minutes). In addition, the competitor's time for the event will be doubled.	X 5 =	
Ten-Point Deduction Infractions	# of Infractions	Points Deducted
Giving up on the event	X 10 =	
Other (list)	X 10 =	
Scoring		
Event Time:	Total Points Deducted:	
_____ min. _____ sec _____ /100		
Event Judges Last Name:	Chief Judge's Approval:	Total Score (100 – Total Deductions):

Lineman Knowledge Test

Event Overview

The Lineman Knowledge Test is a computer-based exam designed to evaluate participants' theoretical understanding of utility industry standards and practices.

Test Administration

- **Source Material:** The test is written by an independent third party.
- **Content:** The exam consists of 25 multiple-choice questions derived from *The Guidebook for Lineman & Cablemen (2nd Edition)*, Chapters 1–21.
- **Platform:** The test will be taken on a computer, and the program will automatically grade and time the exam.
- **Access:** Only event judges and participants are permitted in the testing area.

Procedure

1. **Registration:** Each participant must type their first name, last name, and school affiliation into the appropriate boxes.
2. **Start:** After any preliminary questions are addressed, the judge will signal the test to begin.
3. **Timing:** A 15-minute timer begins automatically once the participant clicks "Start Now".
4. **Submission:** After 15 minutes expire, the test will be submitted automatically.
5. **Conduct:** No questions may be asked after the test starts or until the last participant has finished.

Scoring

Participants will be scored with 100 points possible. A four-point deduction is applied for each incorrect answer or unanswered question. Participant's time will be applied in the event of a tie score. Any protests regarding the test must be made before exiting the testing area.