

IBEW 1249 LCTT RODEO

2nd ANNUAL BATTLE AT BURRVILLE

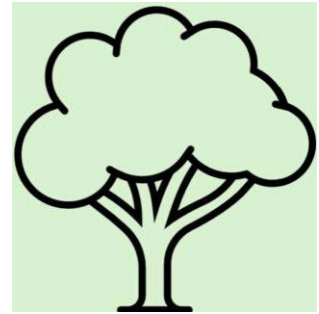
CHALLENGES:

1. **TRAVERSE**- (SPURLESS EVENT, HAND THROWN LINES ONLY) RELAY STYLE, CLIMBERS TRAVERSING FROM TREE TO TREE WHILE TEAMMATES SET ROPES AHEAD TO ASSIST CLIMBER. CLIMBER TO MAKE CONTACT ON EACH TREE AT BELL HEIGHT, ONCE A CLIMBER MAKES FIRST TRANSITION, THE NEXT CLIMBER CAN BEGIN. CLIMBER ON GROUND WILL ACT AS CRITICAL OBSERVER AND CALL OUT ALL SAFETIES DURING TRANSITIONS.
2. **ENDURANCE**- (PRESET LINES) 3 BELLS AT A RANGE OF HEIGHT, FULL TEAM TO CLIMB RELAY STYLE RACE TO RING A BELL OF CHOICE TO GAIN POINTS (HIGHER BELLS ARE HIGHER POINTS) ONCE A BELL IS CHOSEN AND RANG THE NEXT TEAMMATE CAN NOT GO ABOVE THAT BELL
3. **WORK CLIMB**- (SPURLESS EVENT, HAND THROWN LINES ONLY) ITCC STYLE BELL RINGING, 5 BELLS, 1 MANDATORY TOUCH WITH POLESAW. (GROUND SUPPORT TO CALL OUT ALL SAFETIES)
4. **PANDEMONIUM**- MULTIPLE EVENTS IN ONE
 - CHALLENGE 1- AERIAL RESCUE (ONCE RESCUE IS COMPLETE, CHALLENGE 2 MAY BEGIN)
 - CHALLENGE 2 - GONG RINGER, WILL HAVE VARIOUS SIZED GONGS TO RING WITH THROWBALL FOR MOST POINTS IN A TOTAL OF 5 THROWS, (ONCE COMPLETE, CHALLENGE 3 MAY BEGIN)
 - CHALLENGE 3 - CLIMBER TO SET UP A CONTROLLED SPEEDLINE RIG TO SEND A LOG TO ANCHOR POINT AND KNOCK DOWN A SET OF BOWLING PINS (ONCE RIG IS IN MOTION, IT MUST STAY IN MOTION)
5. **TREE FELLING**- USING INDUSTRY STANDARDS, FELLER WILL GAUGE HEIGHT, SETUP DROP ZONE AND PLACE TARGET TO BE HIT BY TREE WITHIN SPECIFIED AREA OF TREE TOP
6. **NIGHTTIME CHALLENGE**- TOP FOUR TEAMS MOVE ON TO THE NIGHTTIME CHALLENGE CONSISTING OF TREE ON WIRES TO BE RIGGED OFF WIRES AND LAID DOWN IN RIGHT OF WAY USING SUPPLIED RIGGING GEAR

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WORK CLIMB



PANDEMONIUM



ENDURANCE

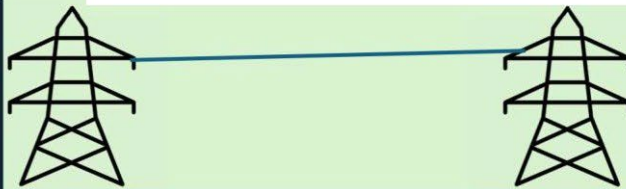


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NIGHT TIME CHALLENGE

TRAVERSE



VENDORS AND FOOD

COMPANY TENTS AND CAMPING