



WIRE DOWN EVENT
Chief Judge: Bob Bowman
(Journeyman team)

Mean Time: 15 minutes
Drop Dead Time: 17 minutes

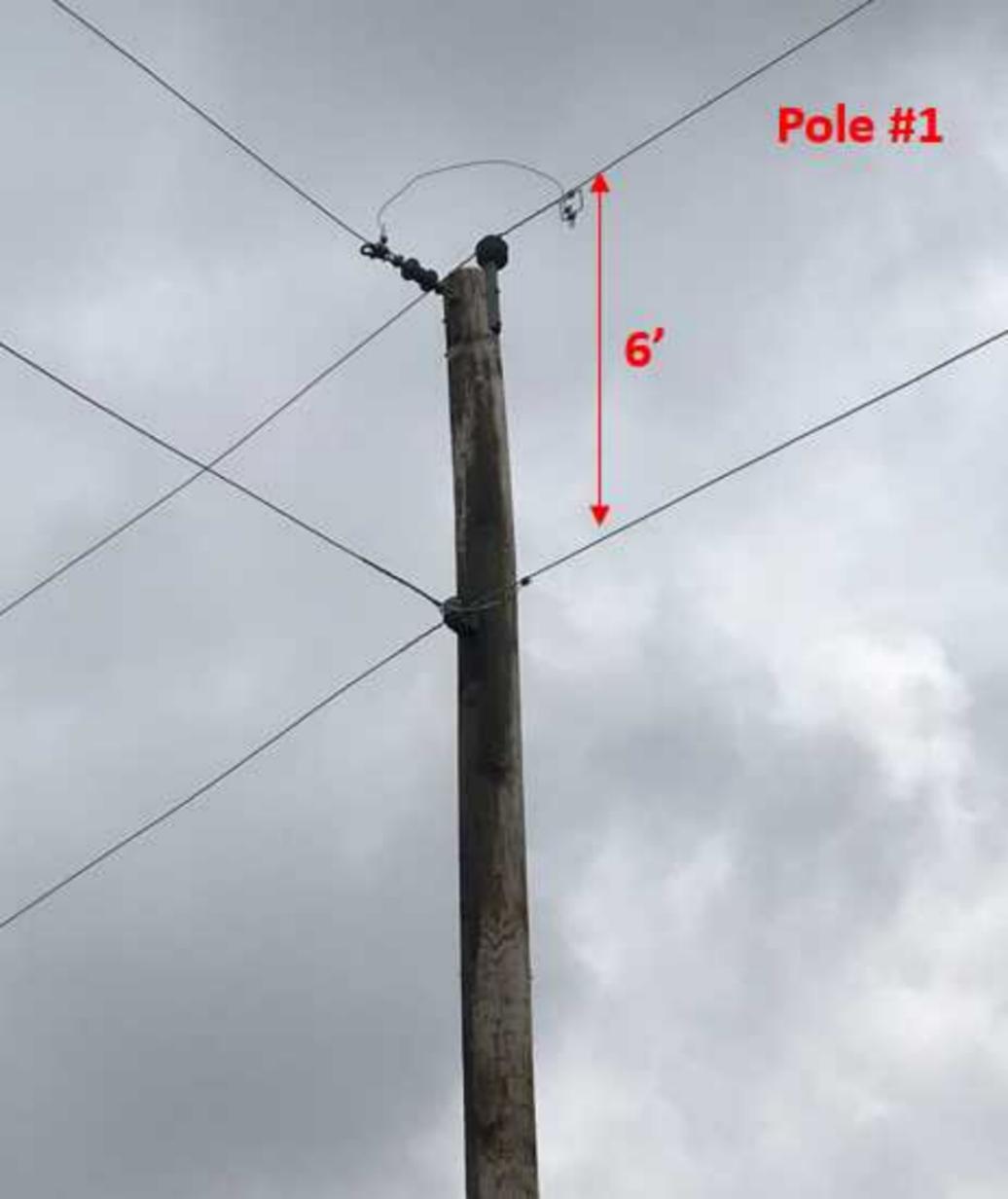
EVENT SUMMARY:

This event simulates a repair of a down single phase primary line. The primary conductor will be broken in mid-span with both ends lying on the ground. A new section of conductor must be attached using a crimp sleeve. The conductor must be pulled up, sagged and dead-ended using a crimp sleeve and a strap/hot hoist. There will be three different work locations: Pole #1 (source pole), Pole #2 and the Splice area.

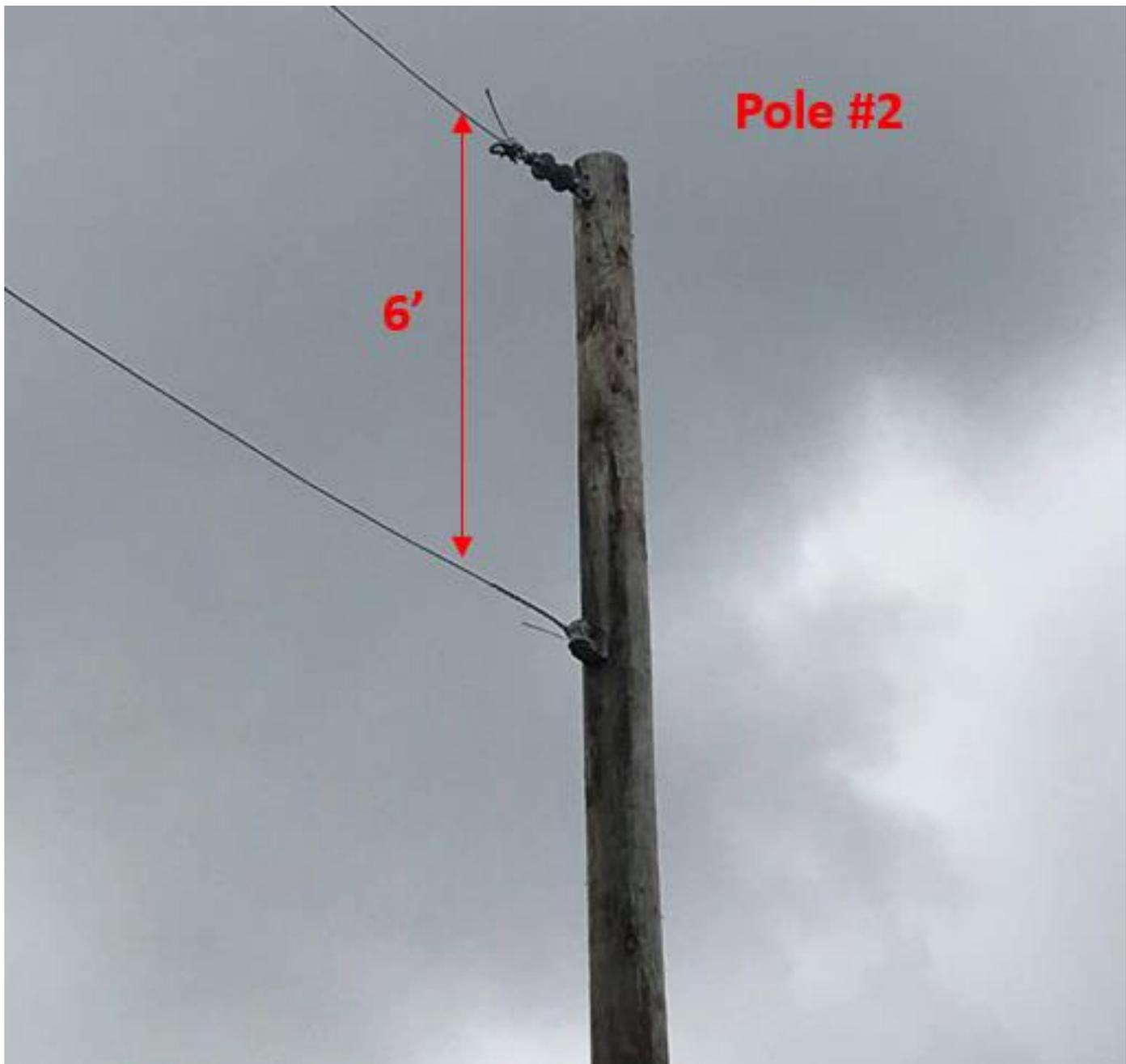
Event Specifications:

1. Teams are allowed a 5 minute set up time. No alterations to the conductor may be made in the set up time.
2. The conductor must be tested and grounded on the source side of the break, and team/judge notified when the line is grounded.
3. A crimp sleeve/splice will be used to repair the conductor. The sleeve/splice must be made according to the manufacturer's instructions.
4. The conductor must be sagged equivalent to the neutral (this is a judgment call by the event judge).
5. A strap/hot hoist must be used to sag the conductor.
6. No cover-up will be required in the event.
7. Time starts at the judge's signal with the fall arrest detached from the pole.
8. Climbers must wear class 2 or higher rated rubber gloves ground to ground.
9. For all work on the structure(s); conductor must be either equal-potential grounded or worked as de-energized with rubber gloves, keeping conductor and conductor potential off body.
10. Any team member working on the splice must wear rubber-gloves. Since equal potential grounding is not possible at the point of the splice, the conductor must be treated as if energized. The groundman may wear leather work gloves during any other work that is not at conductor potential.
11. Handline(s) must be operated by groundman only.
12. All tools and equipment for each work location must remain inside the circle at that work location (exception: the end of the handline attached to the conductor to raise it on pole #2). Due to the nature of the event, the groundman DOES NOT have to stay inside the circle. Any or all team members may work on the splice; however, standard safety rules (gaff guards, PPE) apply.
13. The hoist must be removed and sent down the handline to the ground; lineman must be safetied below the neutral before grounds are removed. Handline may be left on pole #2 for disassembling of event.
14. Time stops when the grounds and handline have been removed and lowered to the ground and lineman on the source pole has descended to the ground and the fall arrest is detached from the pole.

Pole #1



6'



Pole #2

6'