Storm Restoration
Chief Judge: Scott Deese
(Journeyman Event)

Mean Time: 10 minutes
Drop Dead Time: 12 minutes

Event Summary:

This event simulates the repair of a downed single-phase primary line. Fuse will be open at source pole (simulating blown) and conductor will be broken on load side of single phase double dead end. The conductor will be broken midspan with both ends lying on ground between double dead end and dead-end pole. A new section of conductor must be attached using an automatic sleeve. The conductor must be pulled up, sagged, and dead-ended using an automatic sleeve. Each team will be provided a hand coil of #2 ACSR and 2 sleeves. Each hand coil will have more wire than needed to complete the repair. Primary Conductor will be required to test and ground using Class 2 rubber gloves. No contact will be made with the down conductor until grounds are applied. Grounding rules must be followed per APPA Safety Manual section 514.1. Handline must be tagged by groundman while climbing poles, and headache must be called when rail roading handline. The fuse must be changed and closed back in - this is when your time stops. All general rodeo rules will apply to this event.

Event Specifications:

1. Teams will be allowed a 5-minute set-up time. During this time, competitors can stretch out the wire to show you have enough wire. But, when the time starts, the wire has to be rolled back up. The starting position will be at the grounding pole for all competitors.
2. The conductor shall be tested (with approved tester) and grounded. Team members and the judge will be verbally notified when the line is grounded.
3. An automatic sleeve/splice will be used to repair the conductor. The sleeve/splice must be made according to the manufacturer's instructions.
4. No battery tools used in the event.
5. Once event time has stopped, the conductor sag will be measured with a long stick from the primary neutral to the phase midspan. The phase CANNOT be lower than 6 ½' from the neutral to the primary. A tape mark of 6 ½' will be visible on each measuring stick.
6. Strap Hoist, rope blocks, hand line can be used within manufacturers specs ..
7. The fuse must be changed in the cutout, but the cutout cannot be closed until all grounds are off and Journeyman 1 foot hits the ground.
8. Time starts at the judge's signal.
9. Journeyman 1 will climb the double dead-end pole, verify down primary is de-energized (with approved tester) and apply grounds. Grounding rules must be followed per APPA Safety Manual section 514.1. Neutral cover-up will not be required while grounding

unless transitioning above OR proper neutral clearance cannot be maintained. Grounds SHALL be applied and removed by climber on pole with approved sticks.
NO LONG STICKS will be allowed to apply grounds for this event.

10. Once primary is grounded, journeyman 2 can ascend dead-end pole. The old #2 ACSR tail, dead-end bell, and dead-end shoe will be sent to the ground by handline. New bell and shoe will be installed at this pole. (Material will be provided and laid at base of pole and inspected before each use during setup time) Once new bell and shoe are installed, the sleeved primary will be sagged and dead ended at this location.

11. Once the wire dead end is complete, climber must transition below neutral and remain in this position until the event is complete. Handline may be left at the top of the pole at this point.

12. Once journeyman 2 is transitioned below neutral, grounds can be removed and sent to the ground by handline. Journeyman 1 will descend the pole and once his foot touches the ground, the cutout (with a new fuse) then can be closed, and time stops.

13. After time has stopped, climber 2 will stay on pole and help return the event to its original state. The cutout must be opened, the primary will be lowered back to ground by handline, dead end bell and shoe removed, and original bell and shoe with tail re installed. This part of the event will not be timed, but general rules and judging will continue until complete.