

Single Phase Down/Outage Restoration

Mean Time= 25 minutes Dead Time= 30 minutes

Event Description: The purpose of this event is to repair the broken 1/0 ACSR phase wire that is on the ground between two A-1 structures. Teams will follow proper clearance procedures throughout the event. The phase only is on the ground, the source OCR handle is down on the energized take-off pole, and this single phase feeds multiple spans past the break. Participants can wear leather gloves when achieving an equipotential zone and use insulation (rubber gloves) when the zone cannot be achieved.

Basic Outline:

1. This event is a simulated single phase outage, phase on the ground, Feeder phase is still energized to the OCR.
2. All poles must be sounded before climbing.
3. All tools and material will be located on a tarp outside the event circle at the OCR location.
4. Linemen may begin the event with climbing tools on but may not rig any ropes or materials until time starts.
5. Time starts with Ready, Set, Go from the judges.
6. Team must follow proper clearance procedures to make the line safe to work. All items needed will be provided.
7. Once the clearance is in place, visual open point established and the line is effectively grounded, the team will pull the wire back up and splice the broken conductor using an automatic sleeve.
8. Once the wire is together, the clearance must be released, all men on the ground, and then the OCR handle closed with the long stick before time will stop.

Possible Deductions:

1. Any general rules infraction
2. Failure to wear rubber gloves on energized pole
3. Failure to use hot sticks to operated jumpers, apply/ remove grounds, or operate OCR handle
4. Failure to follow proper clearance procedures. Visual open/ test for voltage/ ground/ tag
5. Handling wire without rubber gloves when there is no equipotential zone
6. Walking outside each pole area with Gaffs unguarded (2 pts.)

Tools provided:

1. Grounds
2. DVI
3. 2 Shotguns

Tools needed:

1. Hoists and grips or other rigging equipment
2. Handlines
3. Additional hot sticks