



# JOURNEYMAN

## WIRE DOWN

CHIEF JUDGE: MARK VICKERS - TALLAHASSEE

MEAN TIME:

8 MINUTES

DROP DEAD TIME:

11 MINUTES

### EVENT SUMMARY:

This event simulates the repair of a downed single-phase primary line. The primary conductor will be broken midspan. The line side of the conductor will be the only conductor lying on the ground. The deadend pole will only have the polybell and shoe in place. A new section of the conductor must be attached using an automatic sleeve. The conductor must be pulled up to correct sag, using a hoist, and dead-ended after splicing with an automatic sleeve. There will be three different work locations: pole #1, pole #2, and the splice area.

### EVENT SPECIFICATIONS:

1. Teams are allowed a 5-minute set-up time. During setup, the conductor may not be altered.
2. This will be a 100' span length and 1/0 alum. conductors.
3. The conductor must be tested with dedicated voltage detector and grounded on the source side of the break from the neutral position, and the team/judge must be notified when the line is grounded.
4. An automatic sleeve/splice will be used to repair the conductor. The sleeve/splice must be made according to the manufacturer's instructions.
5. The conductor must be sagged equivalent to neutral (this is a judgment call by the event judge).
6. A hoist must be utilized to sag the conductor.
7. No cover-up will be required in this event.
8. All grounding and splicing points must be brushed.
9. No modifying any tools or equipment.
10. Time starts at the judge's signal with the fall arrest detached from the pole.
11. Climbers must wear class 2 or higher-rated rubber gloves ground to ground.
12. 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 gloves during any other work not at conductor potential.
13. Handline(s) must be operated by groundman only.
14. 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, all general competition rules (gaff guards, PPE) apply.
15. The hoist must be removed and sent down the handline to the ground; the lineman must be fully transitioned below neutral before removing the grounds. The handline may be left on pole #2 for disassembling the event.



16. Lineman on pole # 2 must be below the neutral before removing grounds.
17. Time stops when the grounds and handline have been removed and lowered to the ground, the lineman on the source pole has descended to the ground, and the fall arrest is detached from the pole.
18. Teams must tear down the event site before the next team arrives. Judging will continue until the team leaves the event site.

