

JACK JUMPER FUSE REPLACEMENT

CHIEF JUDGE: TYLER HOMANN, Ocala

MEAN TIME: 4 MINUTES

DROP DEAD: 7 MINUTES

EVENT SUMMARY

This event will be simulated energized and will be treated as such. In this event the apprentice will have to climb a 40ft pole, cover the neutral, and use proper hot sticks and Jack Jumper to replace both fuse doors (solid blades). A bag with 2 plastic guts and a shotgun will be hanging from the neutral rack. Apprentice must hang his/her own handline and pull up the 2 new doors and the jack jumper in a bag they bring with them.

EVENT SPECIFICATIONS

1. The apprentice will have 5 minutes to set up.
2. Time starts at the judge's signal with fall arrest detached from the pole.
3. The apprentice must hang handline and pull bag up themselves.
4. The neutral SHALL be covered on both sides of the spool.
5. Both solid blades must be changed using a jack jumper and appropriate hot sticks and power cannot be interrupted.
6. The eye shall be used to open and close the door.
7. The cutouts will be mounted on an 8ft crossarm, roughly 6" s inside the dead-end bells. The stirrups will be mounted 9" s from the end of the dead end shoe.
8. Time stops when the apprentice's first foot touches the ground (after work is completed).

EVENT SUPPLIED MATERIALS

1. Two new solid blade doors.
2. A bag hanging from the neutral rack with two plastic guts and a 6 foot shotgun with a switch stick attachment on the universal end inside.

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