



The 18th Annual Florida Lineman Competition

Journeyman Team Events



4kV Four Bell Change Out

Chief Judge: Richard Boley, OUC

Mean Time: 16 minutes

Drop Dead Time: 21 minutes

Event Summary:

This event is a 4kV-simulated energized event (rubber gloves). The primary is #2 Alum. with 4# CU over arm jumpers on an 8' fiberglass cross arm. This will be a 2 wire 4kv event no center phase. The objective is to change all 4 dead-end insulators under the mean time in a professional and safe manner. Continuity must be maintained with the "over arm jumper" or by means of a temporary jumper. Adequate covering must be used to protect from violating safe encroachment distances, accidentally energizing hardware, pole, and or cross arms. Tools used for this event must be approved live line tools. Rated for 4kV or above.

*Note the drawing shows wood arms and braces it will be fiberglass arms no braces.

Event Specifications:

1. See General Rules.
2. Teams will be allowed a five minute set up time for questions and set up.
3. Both sides of neutral and clevis must be covered.
4. If temporary jumper is used it must have approve rated cover for 4kv or more.
5. Only approved live line tools can be used to rig conductor.
6. Rigging not rated for energized work must be insulated from primary voltage.
7. Permanent jumper must be covered while changing dead-end insulators.
8. Pins must be facing pole and can be checked before the 5 minute set up time.



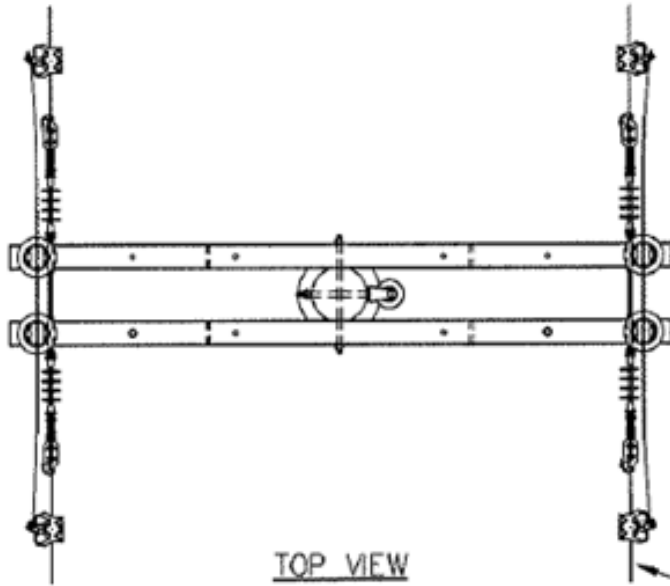
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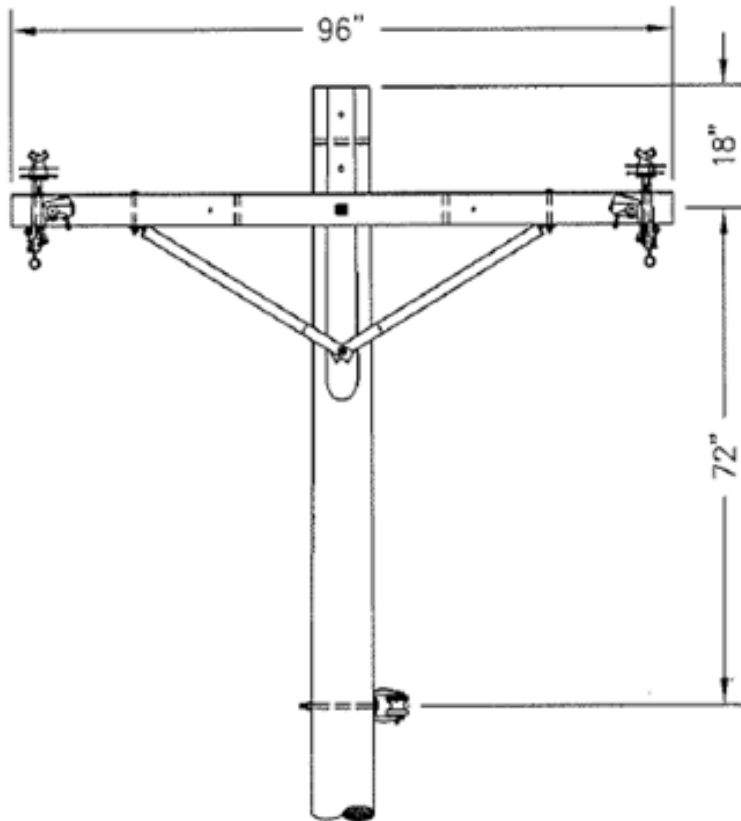


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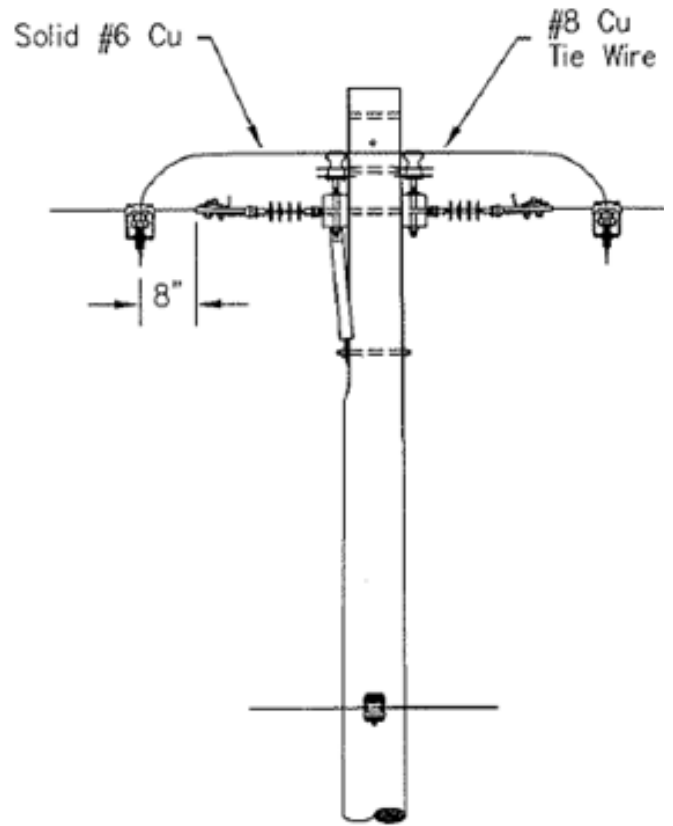


TOP VIEW

#2 ACSR



FRONT VIEW



SIDE VIEW



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4KV Pole Transfer - Conductor, Transformer & Switch

Chief Judge: Paul Bailey, City of Tallahassee

Mean Time: 15 minutes

Drop Dead Time: 18 minutes

Event Summary:

At the start of this event the designated groundman for the team will be required to toss a rope (3/8 inch) over the neutral & secure it with three (half hitches) on an anchor head located 20 ft. from the pole before the first climber is allowed to ascend the pole. (note: - the 3/8 rope will be provided) The groundman will have three chances to successfully toss the rope. If he fails to do so in three tries there will be a two point deduct and the event will continue. Teams will be required to transfer all conductors, transformer, & switch to the new pole. Both poles will be framed, teams will not strip out the old pole. Poles will be set 4' apart. The transformer must be lowered to the ground and raised to position on the new pole utilizing a minimum of 2 to 2 block sheaves (transformer weights 225 lbs). There will not be any secondary's in the transformer, however teams will need to follow proper procedures to de-energize the transformer to transfer it then energize it once transferred.

Rope toss, once both lineman have belted off in working position the groundman may remove the rope. The rope will be hand coiled and on the tarp before time is stopped (before last climber's first foot hits the ground). If the rope isn't hand coiled and on the tarp before then it will be a 2pt deduct.

Primary and Neutral #2 Alum. and all Copper #4 solid

Event Specifications:

1. Teams will have five minutes to set up before the start of the event.
2. Time will start at the judge's signal.
3. First climber can start climbing once the groundman has secured the rope toss with three half hitches.
4. Neutral must be covered before climbing above it.
5. Primary must be untapped from below the neutral.
6. All connections must be brushed.
7. Two points of control must be maintained when moving the phase conductor.
8. Time will stop when the last climber's first foot hits the ground.
9. During the rope toss if the rope goes over the phase there will be a 10 point deduct. No deduct if the rope strikes the phase.
- 10.

Materials provided:

- 3/8-inch single braid rope
- Neutral Preform Tie Wrap
- Hendrix HPI-VT – (TONKA TOY Insulator) - Primary Insulator

Teams will provide their own tools.



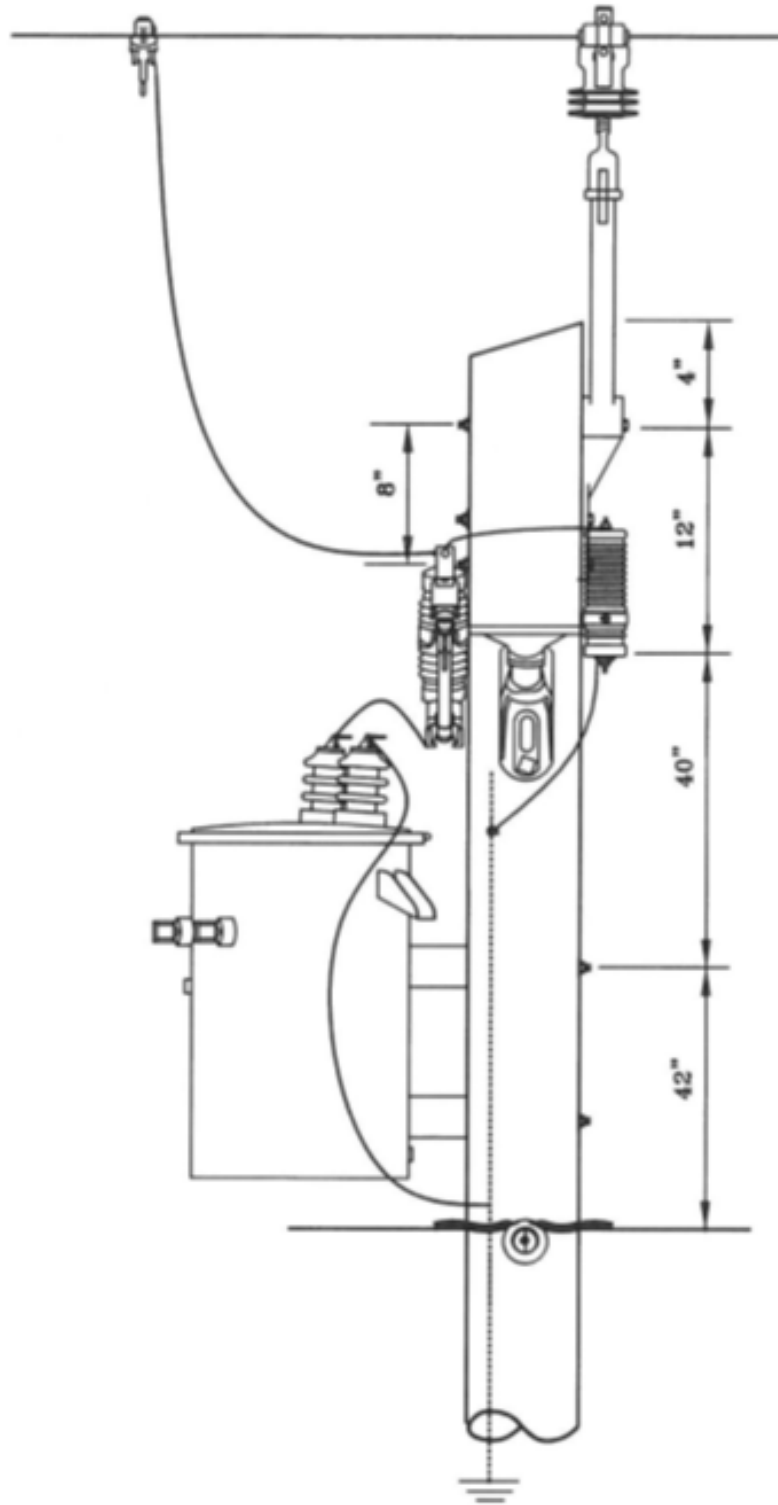
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4KV Pole Transfer - Conductor, Transformer & Switch



SIDE VIEW



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15kV Switch Replacement

Chief Judge: Paul Page, Lakeland Electric

Mean Time: 12 minutes

Drop Dead Time: 15 minutes

Event Summary:

Teams will jumper out a 15kV solid door switch with a minimum #2 mechanical by-pass jumper. Line side jumper will be #4 sol. cu. poly. with a hot line clamp. Load side jumper will be #4 sol. cu. poly with 2-PG connectors. Once line side jumper is removed, the primary must be covered with a pin hood and conductor cover on the side the cutout is mounted on. Load side jumper will remain on the conductor (removed from bottom of switch) and must be held in the clear with a jumper stick or secured with a Tie Back Clamp- Chance catalog # C400-0600 (or similar tool) while switch is being replaced. Take-off must be covered with a Dead-end Cover. Tool used on load side switch terminal will be choice of team but must be operated with a hotstick. Line side jumper must be removed from old switch and installed in new switch by groundman.

Event Specifications:

1. Teams will be allowed a 5-minute setup time before starting the event.
2. Time starts at the Judges signal with fall- arrest detached from the pole.
3. Climbers must wear minimum Class II rubber gloves ground to ground.
4. Neutrals must be covered with rated cover.
5. All primary cover must be applied with a hotstick (no hanging shotguns, approved attached hotsticks only).
6. All conductors must be brushed prior to connection (no simulations).
7. Time stops when last Lineman has both feet on the ground.
8. Judging will continue until area is returned to original form.
9. All tools and equipment when not being used must remain on the tarp during the event.

Teams will provide their own:

- 12x12 Tarp
- Handline
- Guts
- Split blanket
- Clothes pins
- Hard covers
- By-pass jumpers
- Shotgun sticks
- Conductor brush
- Hotstick wrench
- Dead-end cover
- Nose bags
- Gut bags
- Jumper stick or Tie back



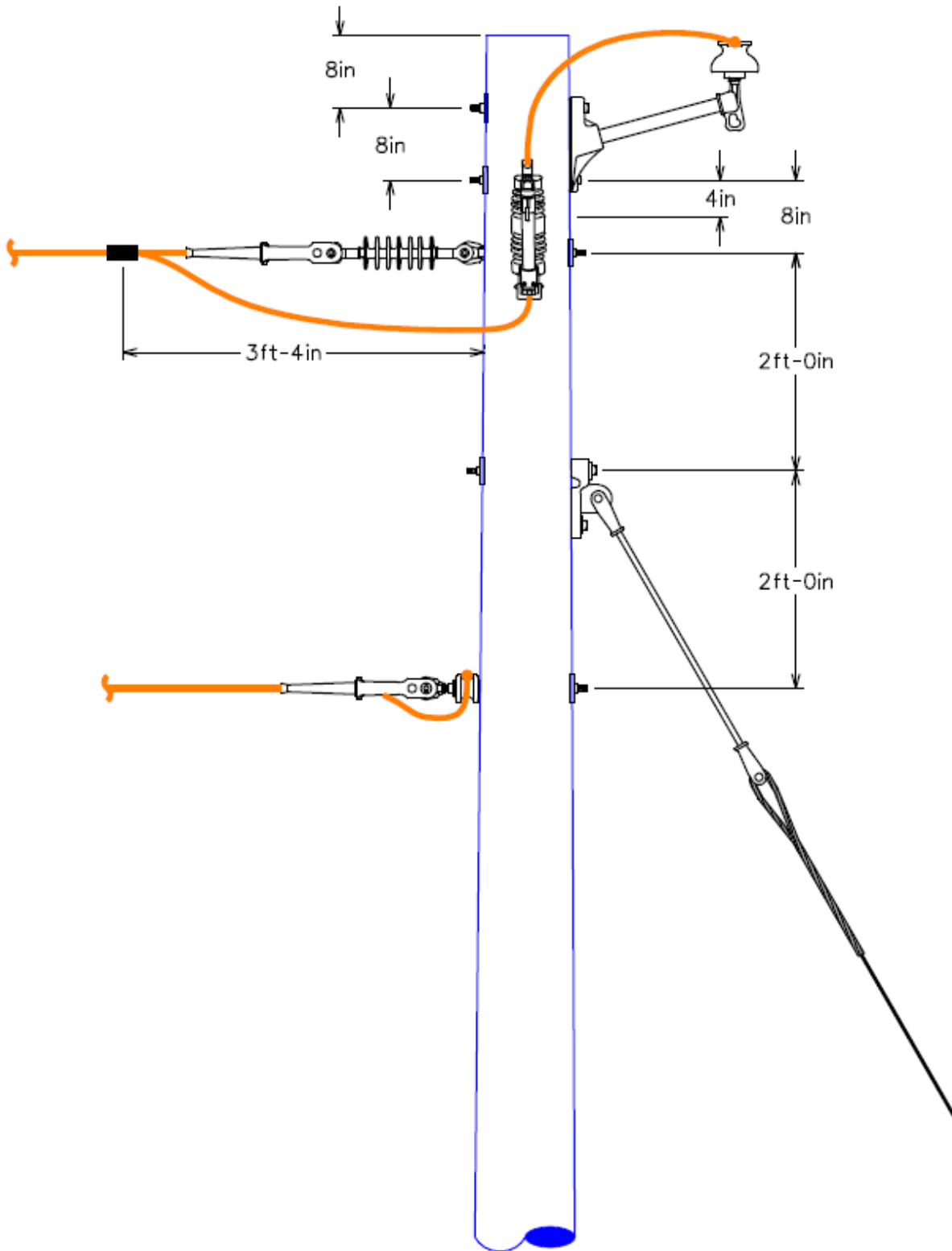
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15kV Switch Replacement





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Journeyman Mystery Event

Chief Judge: Jason Wright, KUA

Mean Time: ? minutes

Drop Dead Time: ? minutes

Event Summary:

Event details and specifications will be given to all competitors after registration, Friday March 9.



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Journeymen Mystery Event



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Vertical Hurtman Rescue

Chief Judge: Lamar Whitaker, Beaches Energy Services

Mean Time: 4 minutes

Drop Dead Time: 8 minutes

Event Summary:

This team event will be run one time with all three team members participating to rescue the hurtman. Teams have 5 minutes to set up and ask questions. The switch (cutout) feeding the transformer must be open before the climber can step onto the pole. It will be open from the ground using an extendo stick and rubber gloves. The stick must be off the ground and the body anytime it is touching anything energized. The climber must wear rubber gloves ground to ground. Lineman will split handline and loop bottom part of handline around mannequin's legs. Then take the rope under mannequin's arms and tie three half hitches (the splice cannot be part of the knot). Once the mannequin has been tied off the climber will utilize the "OX Block" with a minimum of one full wrap or two clicks on the fiction bar. The mannequin can then be lowered to the ground while the third member of the team uses the bottom part of handline tied to the mannequin's legs to pull mannequin on to the tarp. You must attempt to keep the mannequin off of the pole and hardware. There will be **NO** gigs for incidental contact of the mannequin on the pole, neutral or service provided the tag man is making an honest attempt. The mannequin must land with **all** of this body on the tarp provided, and he must hit the ground gently as if it where a real person. A 10x10 tarp will be provided and placed 5' from pole centered under switch.

* Video will be posted on www.publicpower.com/floridalinemancompetition under the Judge Q&A section on how to do this event. (Note you will use the OX Block and not wrap the pole like the video)

Event Specifications:

1. Time starts at judges signal with all team members at least an arm's length from pole and extendo stick.
2. All rubber gloves will be in glove bag cuffs down with no fingers protruding.
3. Lineman's belt and hooks will be on the ground opposite the switch side of the pole.
4. Extendo stick will be lying flat on tarp fully retracted.
5. All three team members must be used. One must climb, one must open switch, and one must tag the mannequin.
6. Time will stop when mannequin is on the tarp with **slack** on the handline, and extendo stick is fully retracted and back on tarp.
7. Climber will stay on pole and help hang mannequin.
8. Team will close switch back after time stops. Any team member can close it back and work gloves can be used.
9. You must use the eye to open and close switch.
10. When time starts extendo stick will be lying flat on tarp and must be back on tarp fully retracted before time will stop.
11. Climber must stay in 5-foot circle while he has his gaffs on.
12. Rubber gloves or work gloves must be worn anytime you are working or handling tools and equipment.
13. You must cut the Bashlin 57-A insert. There will be a 10-point deduction for cutting the belt in the wrong place.
14. The blade of the climber's knife must not be exposed while climbing.
15. Judges will use a 4" PVC conduit between the rope and the mannequin to evaluate the rope knot, the eye splice can not be in any part of the knot.
16. You may use any standard knot or hitch on the mannequin's legs that can be easily removed (including placing the rope through the hook, but it must not come off).

Teams will provide their own:

- Extendo Stick



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Vertical Hurtman Rescue

