

Under-arm Disconnect Change Team Event

Mean Time = 15 minutes ~ Dead Time = 20 minutes

Event Description: This event is designed to allow the teams the opportunity to demonstrate their skills in changing underarm disconnects. The situation will be changing underarm disconnects on a de-energized structure. This will involve good planning, communication, and skill.

Basic Outline:

1. Teams will have a maximum of 5 minutes for questions and set-up. Poles must be sounded with a hammer prior to climbing. This may be done during set-up time.
2. The material and tools provided by the team will be placed in a designated spot outside of the event area.
3. Time starts upon judge's signal after given a ready signal from the team.
4. All three phases are simulated to be previously de-energized, but teams will be required to test and ground all three phases on both sides of the work area.
5. All disconnects will be open before the change and after the change.
6. The change out may be performed in leather gloves once the line is properly grounded.
7. The team will remove, lower, and swap the disconnects of A and C phases.
8. Each disconnect must be lowered to the ground prior to being sent back up to replace the previously removed disconnect on the opposite phase.
9. The connections on the disconnects will be bolted paddles crimped on #2 ACSR jumpers.
10. The switches will be non-loadbreak, and the two outside switches will be mounted just inside the DA bolts.
11. The spacing will be 4' between the phase and neutral.

12. Time stops when the task is complete, and the line is ready to be re-energized and the last lineman's foot touches the ground. The teams will be given a few moments to put everything in place and must tell the judge when they are complete.

Possible Deductions :

1. Infractions of any rules listed in the General Rules. The amount of deduction will be as listed in the General Rules.
2. Sloppy installation. (loose hardware, crooked...) (2 pt)
3. Contact with an uncovered neutral with any part of the body except the rubber glove prior to all grounding being completed. (10pt.)

Other Notes / Reminders:

1. Minimum tools required – Hotstick, 6 – 8ft Ground Chains, Approved Voltage Tester, Handline.
2. Teams will furnish their own tools and equipment for this event.

Judges Instructions

1. The Linemen can start with their climbing gear on. If a lineman stays on the ground to assist the ground-man and he has his climbing gear on, he must wear gaff guards until he is ready to climb the pole.
2. During the 5 min. set up, the team may not assemble the underarm disconnect.
3. The line is a double dead end three phase structure(drawing attached). The blades are normally open. When testing and grounding, both sides of the structure must be tested or they will be charged with improper grounding.





