Journeyman Event

Energized Single Phase Capacitor Change Out

Mean Time: 15 Minutes

Drop Dead Time 20 Minutes

This will be a simulated 7.2 Kv energized event that requires the replacement of a single capacitor, mounted on a single capacitor rack. The neutral must be covered on both sides of the pole as well as insulator. The cutout will need to be opened, using a hot stick, by the climber on the pole. The cutout will have the load break whip, so a load break tool will not be needed. The hot line clamp will also need to be removed. Once the switch is opened and the capacitor is de-energized, the team MUST yell to the judge (five minute discharge time) before beginning any other work on the capacitor. Climber can then ground and shunt the capacitor. The capacitor will be removed from the rack, lowered to the groundman using a handline. The groundman will unhook the capacitor and send the climber the new capacitor, using the hand-line. All connections will be wire brushed, including the phase at the hotline clamp. The groundman will replace the fuse in the barrel and the barrel must be lowered and raised by the groundman using an extendo stick. The groundman must close the fuse to re-energize the capacitor but cannot close until the climber is on the ground. Groundman must yell (Coming Hot) before closing the switch. Time will stop when extendo stick is completely retracted and on the tarp.

MAD must be maintained at all times

Not yelling 5 minute discharge is a 10pt Deduction

Not yelling coming hot is a 10pt deduction

#6 Copper is sufficient for shunting