

## 2023 – 4kV Isolation Event

**Event:** Simulated 4kV energized, rubber gloves required

**Drop Dead Time:** 20 minutes

### **Event Summary:**

This event is designed to demonstrate a line crew's skill in de-energizing and isolating a line properly. This is a two-climber event in which the competitors will de-energize, test, ground, and isolate a single-phase line so that a simulated crew can make repairs downstream. After the simulated crew has made their repairs and are clear of the line, the competitors will remove grounds and put the line back into service.

A hot jumper across a double dead-ended structure, with a hotline clamp on the line side, will be removed with a shotgun stick de-energizing the unloaded line. Because the downstream line is connected to a dead-end structure one section away and not connected to load, the removal of the jumper, testing, and grounding will constitute proper isolation. When the competitors believe they have properly grounded and isolated, they will inform the judge. The judge will inform the competitors that the downstream crew has completed their work and are clear of the line. At this point, the team will properly put the line back into service and descend the pole.

### **Event Specifications:**

1. Teams will be given 5 minutes for set up and questions. Fall arrest must be properly adjusted and rubber gloves checked during this time.
2. Time starts on the judge's signal with fall arrest system attached to the pole if desired.
3. Neutral and neutral clevis must be covered before ascending above.
  - a. Neutral may be floated but must be properly covered.
4. Shotgun stick must be sent up and down via hand line.
5. Jumper does not need to be completely removed, but hotline clamp must be secured.
6. Lineman will de-energize, test with an approved primary testing device, ground in the proper order and restore the line to service in the proper order.
7. Time will stop when last climber has both feet on the ground.
8. All general rules apply.