

**Chief Judge:** Steve Stanfill  
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## **Three Phase Tie Event**

**Event Time:** 10 min

**Drop Dead Time:** 15 min

### **Event Summary:**

This event is simulated de-energized and grounded. Event starts at judge's signal.

The first climber will climb to the top of pole and secure handline. Using the handline and material bag groundman will send up three stringing dollies.

Lineman will untie one phase at a time and move phase to dollie. Phase must be controlled at all times and cannot be floated or laid on pole or arm. Once all three phases are in rollers the first climber will come to the ground.

Second climber will then climb pole and reattach phases to insulators.

Stringing dollies must then be lowered to ground. Handline block must be railroaded back to groundman. Time stops when all work has been completed and second climber is back on the ground.

Handline must be tagged away from pole when climbers are ascending or descending pole. Preformed ties will be used in this event. Ties must be installed properly and rubber grommets must be replaced each time. No tool or material may be dropped. Handline rope can be dropped after block has been railroaded and headache has been called. Only a screwdriver may be used to pick the end of the preformed tie.

### **Event Specifications:**

1. The team will have 5 minutes to set up and ask questions.
2. All tools must be kept on tarp when not in use.
3. Gaffs **MUST** be guarded outside of circle or while doing ground work.
4. Second climber must wait for first climber to be off pole and clear before attaching fall restraint.
5. All tools and materials must be sent up and down using material bag and handline. This includes dollies and preformed ties.
6. Neutral will be attached 6 ft below through bolt of crossarm.
7. All general rules apply.