

Mystery Event

JOURNEYMAN TEAM EVENT

Mean Time: 11 minutes

Drop Dead Time: 13 minutes

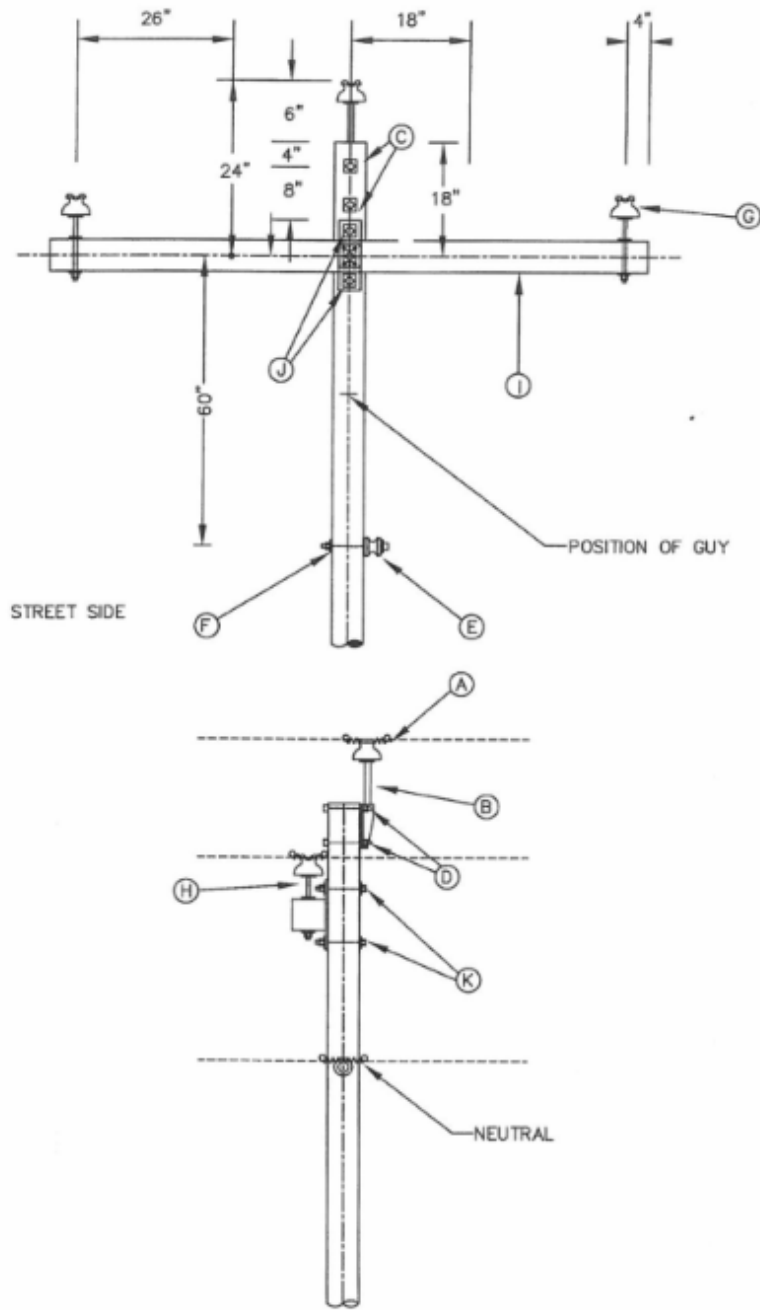
Event Objective: Mystery Event

Event Summary: The team will receive the event details when they pick up their packet on the day before the rodeo. Tools that will need to be brought to the rodeo for the event is: tarp, climbing gear, handline, scope stick and basic hand tools: ruler, lineman wrench, Kleins, screwdriver, and hammer.

Event Specifications:

1. Teams will have 5 minutes to set up. All tools and cover must be kept off the ground using a tarp supplied by the competitor.
2. Time starts at the judge's signal.
3. Judging will continue until all material is picked up and the event site is restored to the original condition.
4. All general rodeo rules apply.

ITEM	QTY.	CODE	DESCRIPTION	ITEM	QTY.	CODE	DESCRIPTION
A	1	666	INSUL., PIN TYPE 12 KV	H	2	858	PIN, STEEL 5/8 X 11 3/4
B	1	825	PIN, POLE TOP, FIBERGLASS	I	1	503	CROSSARM 8' FIBERGLASS
C	2	1228	WASHER, SW. 2 1/4 X 3/16	J	2	1228	WASHER, SW. 2 1/4 X 3/16
D	2	4510	BOLT, MACHINE, 5/8 X 10	K	2	4610	BOLT, MACHINE, 3/4 X 10
E	1	670	INSULATOR, SECONDARY SPOOL				
F	1	1228	WASHER, SQ. 2 1/4 X 3/16				
G	2	666	INSUL., PIN TYPE 12 KV				

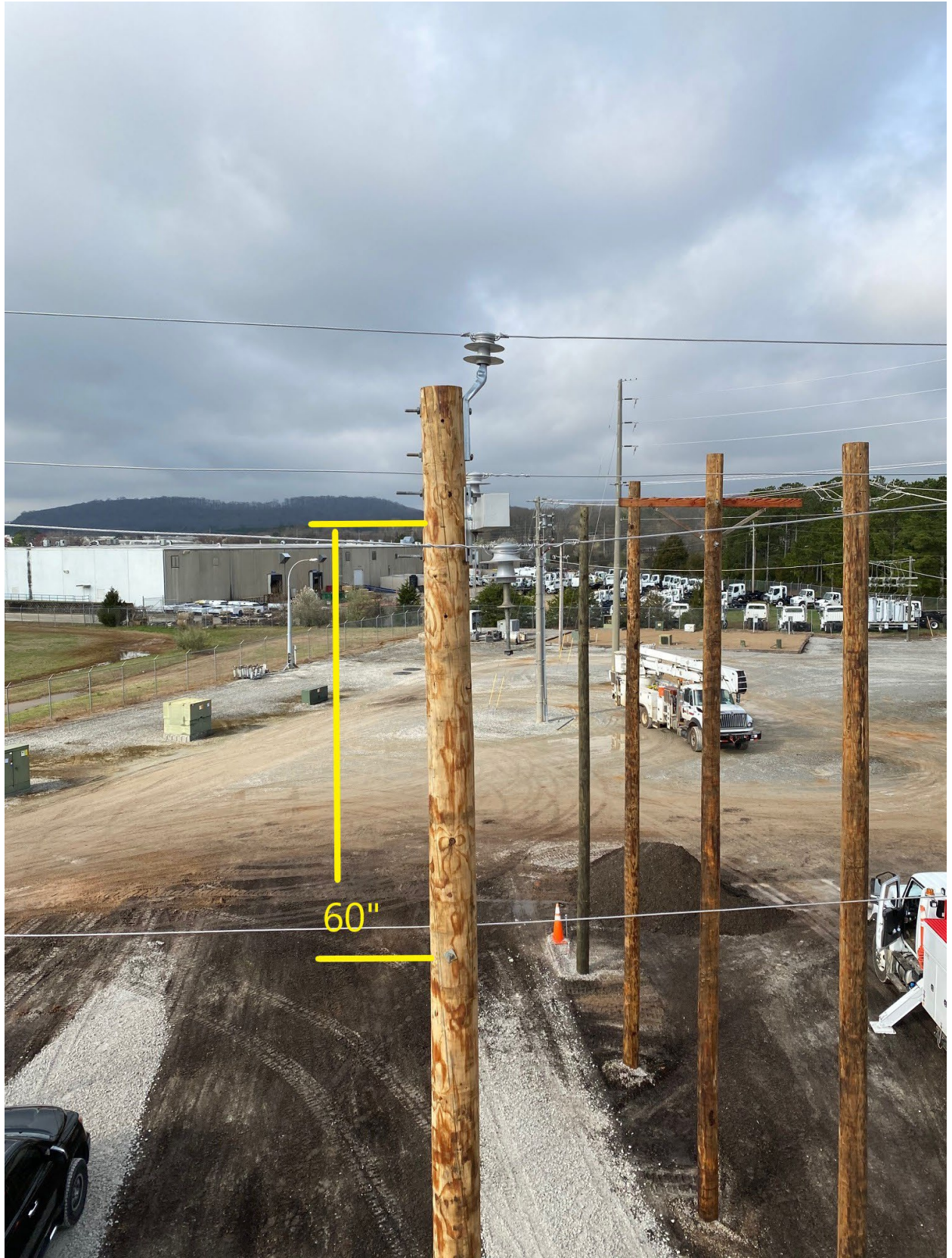


UNIT: 3ø, 8' FG, HORIZONTAL 0'-5'
 DRAWN BY: BG
 CHECKED BY: MC
 DATE: 19-JUNE-02

 Jackson Energy Authority

UNIT DESIGNATION
CF1-2-8





60"



