

Chief Judge: Steve Stanfill
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Jack Jumper

Mean Time: 6 Minutes

Drop Dead Time: 8 Minutes

Event Summary:

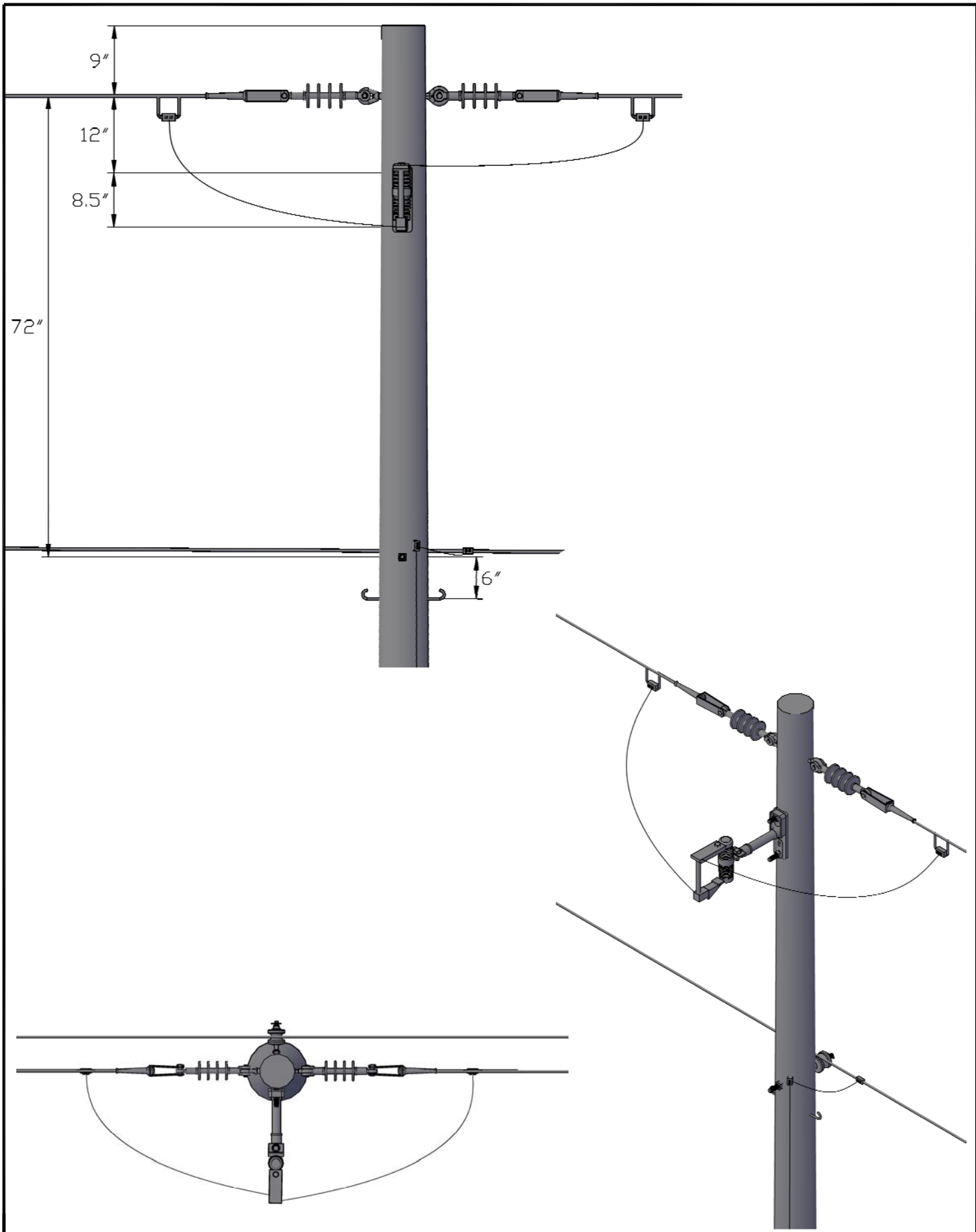
Time will start at the judge's signal with the competitor standing arm's length from pole climbing tools on the ground. Competitor may load bag and arrange tools during 5 minute set up time. Competitor will climb pole to position to begin work. Bag with shotgun stick and Jack jumper tool will be pulled up using hand line. Competitor will then properly install Jack jumper using shotgun stick clamp end only. Fuse door will be opened and fuse door removed (using finger end only) then lowered. Competitor will replace fuse link and then replace fuse door. Once fuse door is closed Jack Jumper can be removed and tools lowered to the ground. Competitor **MUST** yell headache before dropping hand line. Hand line block **MUST** be railroaded before dropping line. Time stops when both feet are on the ground but judging will continue until competitor leaves event. There will be a 10 Point deduction for altering the fuse link in any way!

Event Specifications:

1. The competitor will be allowed a five (5) minute set-up time before starting the event.
2. Gloves are required for the duration of the event including preparation and cleanup. Rubber gloves required ground to ground.
3. Event timing begins at judge's signal.
4. Event timing ends when both feet are back on the ground.
5. The competitor begins event with climbing tools laying on the ground.
6. Competitor must furnish their own shotgun stick and Jack Jumper (model USJJ001). A competitor furnished stick may not be altered in any way and may be inspected by the event judge.
7. The clamp end of the shotgun stick **MUST** be used to install and remove the Jack Jumper.
8. The finger end of the shotgun stick **MUST** be used for (opening and closing the fuse door) and (removing and rehangng) fuse door.
9. Stick finger **MUST** be in eye when opening and closing fuse door.
10. Continuity **MUST** be maintained. Allowing the circuit to become open will be a **10 point** deduction!

Materials:

- Shotgun stick and Jack Jumper (competitor must bring own)
- Extra Jack Jumpers will be available if needed
- Hand line and stick bag (competitor must bring own)
- New fuse will be supplied by competitor (fuse must have one piece washer)



UNIT:	1Ø VERT DDE AND CUTOUT
DRAWN BY:	MCC/ZW
CHECKED BY:	MCC
DATE:	9/21/2015



Jackson Energy Authority

UNIT DESIGNATION

A6 EFAP