

Chief Judge: Scott Deese, CDE Lightband

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Transformer Tap Change

Team Event

Mean Time: 4 minutes

Drop Dead Time: 6 minutes

Event Summary: Customer contacted utility to complain of voltage surges/high voltage, causing blown bulbs and appliance failures. Crew has been dispatched to inspect connections, check voltage and make needed repairs. Upon arrival the meter is pulled to check connections and voltage. Voltage is determined to be abnormally high. Troublemaker determines transformer needs to be stepped to reduce voltage.

Participants in the event will receive a meter base seal upon entry. With a 5-minute setup time, teams cannot use tools during preparation. Throughout the event, leather gloves are mandatory, including setup and cleanup. Rubber gloves are required for climbing, pulling, and setting the meter, as well as checking voltage.

Teams will gather in a circle 10 feet away from the pole, and the timer begins upon the judge's signal. A journeyman visually inspects the meter base connections and announces "Connections Okay" to the judges, followed by a voltage check announcement.

After confirming high voltage, another journeyman opens the cutout with a long stick, ensuring transformer de-energization and full retraction of the stick before the next journeyman climbs. Journeyman #3 ascends the pole, announces "Connections Okay, Changing Tap," and replaces the tap with a differently colored cap.

Once the climber clears the pole, Journeyman #2 re-energizes the cutout with the long stick, ensuring full retraction before voltage check. Journeyman #1 confirms lowered voltage at the meter base, announces "120/120/240", sets the meter, and seals the meter base.

The event concludes when the meter base is sealed, stopping the timer.

Handline is required for this event. Team to furnish all needed tools. Competitors shall abide by all Individual Competitor General Rules unless noted otherwise.

Event Specifications:

1. Each team will be issued one meter base seal upon entering event.
2. The team will be given a 5 minute set up time prior to start of the event. The team can NOT be tooled up for event.
3. Leather gloves shall be required for the duration of the event including set up and clean up.
4. Rubber gloves shall be used while climbing, pulling and setting meter and checking voltage.

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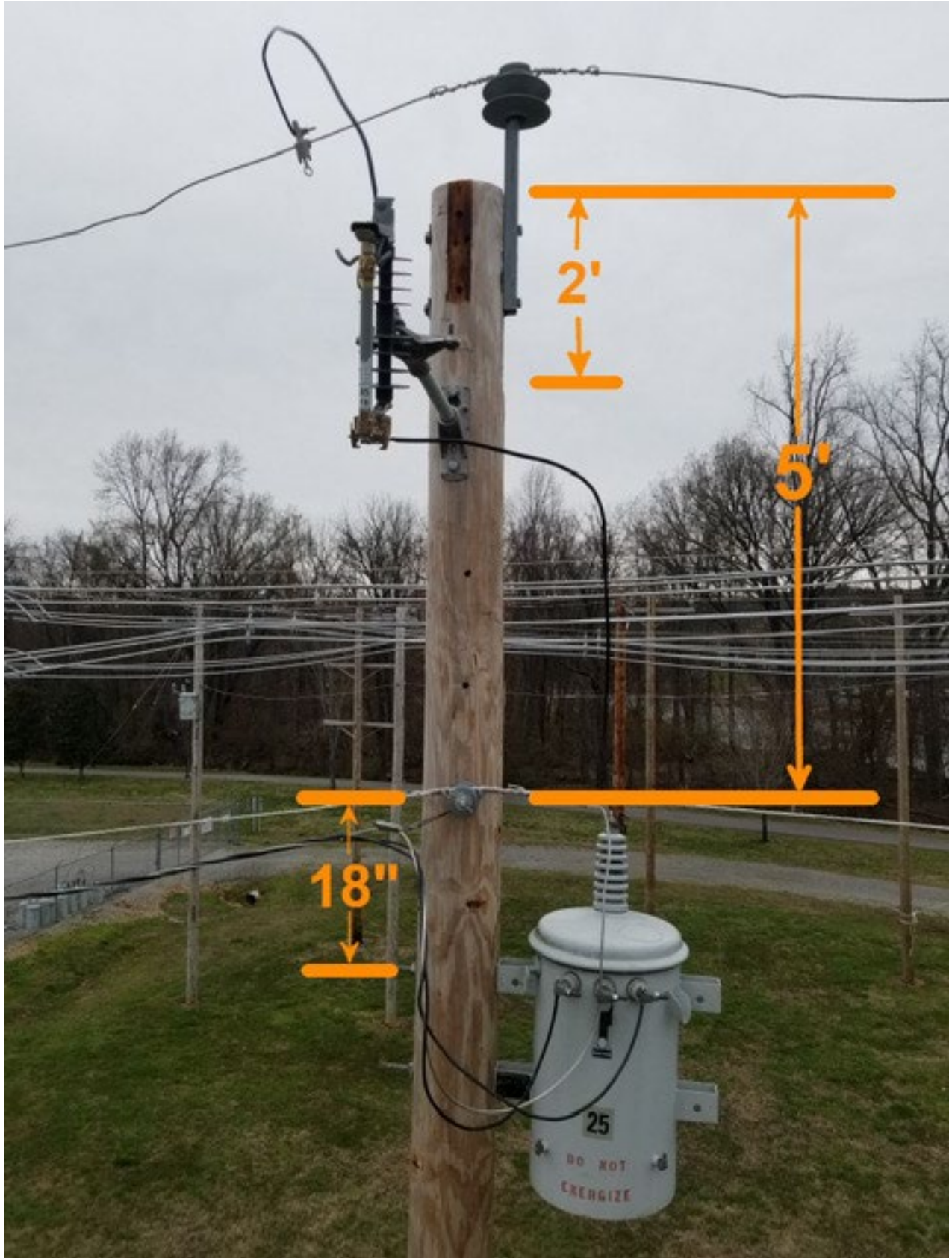
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5. The team will start in a circle together 10 feet away from the pole.
6. Time starts on judge's signal.
7. One journeyman will visually inspect the meter base connections and announce "**Connections Okay**" to judges.
8. The same journeyman will then check the voltage and announce voltage readings to judges by saying "**Voltage is High**".
9. Once voltage is announced high, another journeyman will run the long stick and open the cutout. Transformer shall be de-energized and long stick fully retracted prior to next journeyman who will be climbing. Cutout must be opened with ring.
10. Journeyman #3 will climb the pole, and announce to judges "**Connections Okay, Changing Tap**".
11. Journeyman #3 will replace the tap with a different colored cap to show the cap was removed.
12. Competitor shall ascend pole. Once climber clears the pole, Journeyman #2 will reenergize the cutout with the long stick. Finger must be in the ring when reenergizing. Long stick must be fully retracted before checking voltage.
13. Journeyman #1 will check voltage at meter base to confirm lowered voltage, and announce to judges "**120/120/240**", set meter, and seal meter base.
14. Time stops when meter base is sealed.

Tools Needed: Long Stick (Extendo Stick), Volt Meter, Hand Tools, PPE, Gloves (Leather & Rubber)

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