

B5 Jack Jumper

Apprentice Event

Mean Time: 4 Minutes

Drop Dead Time: 6 Minutes

Event Summary:

In this event, competitors demonstrate climbing agility and technical proficiency by performing a fuse and barrel replacement on a B-phase line. To ensure there is no interruption of service, participants must successfully install a jack jumper before beginning the cutout door replacement. This event is performed under simulated energized conditions, requiring the use of Class 2 or higher rubber gloves for the duration of the task. Each competitor will climb to the work position to replace two cutout doors, which are marked with different colored tape to ensure both barrels are correctly exchanged and re-fused using the new fuses supplied at the event.

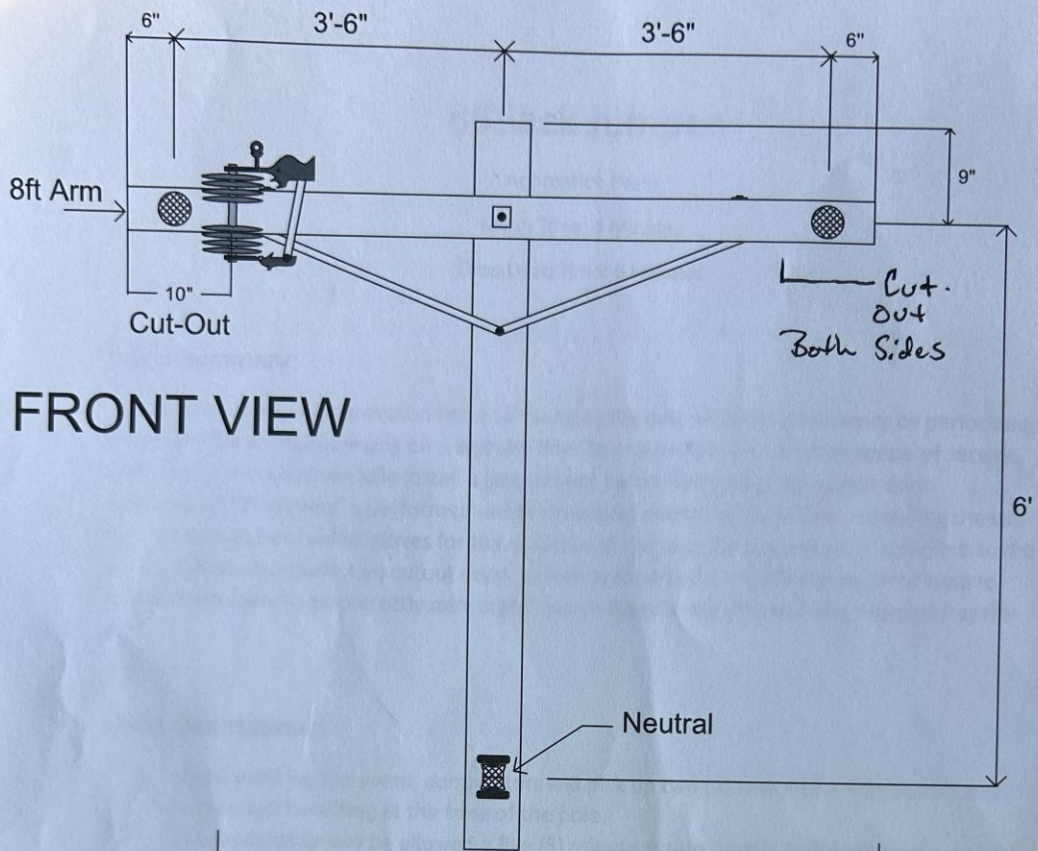
Event Description:

1. Upon entering the event, competitors will pick up two (2) new fuses. The two (2) new barrels will be sitting at the base of the pole.
2. The competitor will be allowed a five (5) minute set-up time before starting the event.
3. During the 5-minute set-up time, competitors will be allowed to refuse new barrels to be installed and arrange material.
4. Gloves are required for the duration of the event including preparation and cleanup.
5. Rubber gloves are required ground to ground.
6. Event timing begins at the judge's signal - arm's length away from the pole with climbing tools already on.
7. Upon ascending to the working position, the competitor will utilize a handline to hoist their shotgun stick and material bag to the designated work zone.
8. The competitor will then install a jack jumper to bypass the cutout, performing the installation one unit at a time to ensure a safe and continuous bypass.
9. Once the cutout is bypassed, the competitor will take down the old barrel and fuse and replace it with the new barrel and fuse.
10. Remove the jack jumper and repeat the process on the other cutout.
11. Once both sides have been completed, competitor will lower down the material bag and shotgun stick and railroad the handline.
12. Any material that comes down, competitor must yell HEADACHE.

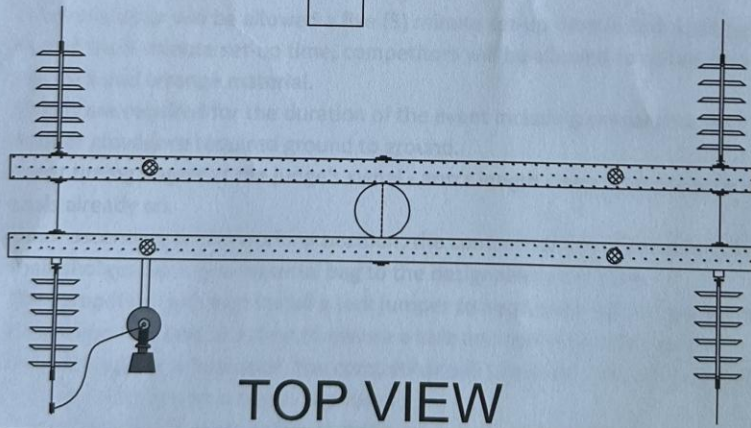
13. Once material and handline is down, competitor can descend the pole. Once both feet touch the ground, time will stop.
14. Competitor must furnish their own shotgun stick, Jack Jumper (model USJJ001), material bags and handline. The shotgun stick may not be altered in any way and may be inspected by the event judge.
15. The clamp end of the shotgun stick **MUST** be used to install and remove the Jack Jumper.
16. The finger end of the shotgun stick **MUST** be in the eye and used for opening the fuse door and removing and rehangng the fuse door. The finger end will not be required to be in the eye for closing.
17. Continuity **MUST** be maintained. Allowing the circuit to become open will be a **10-point** deduction!
18. Event timing ends when both feet are back on the ground. You will not be timed, but the competitor will have to break down material for the next competitor and will still be judged during this time.
19. All material must come up and down the pole in a bag.
20. All general rules apply.

Materials:

- Shotgun stick and Jack Jumper (competitor must bring own)
- Handline and stick bag (competitor must bring own)
- Fuses and barrels will be furnished



FRONT VIEW



CDE SPEC.

B5

7.2/12.5 KV SINGLE PHASE CONST.

DOUBLE DEADEND ON 8ft ARMS

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BS Jack Jumper
Apprentice
210 x 90

1" = 30'

