



## 2019 Journeyman Event

### Capacitor Change Out

Mean Time: 8 MIN

Drop Dead Time: 13 MIN

This is an energized event. The event consists of changing out one Capacitor out of the bank. The capacitor bank will need to be opened with an extendo-stick. The team must simulate and/or communicate to the judge that the bank has been de-energized for five minutes. The team then must use a ground to discharge each capacitor. (The capacitors are always to be left grounded). The team will remove the bad capacitor and lower it to the ground. The groundman will send a new capacitor up on the handline for replacement. The team will restore the capacitor bank back to normal.

- Teams will have five minutes to set up and ask questions.
- Time starts when the judge signals “GO”.
- Climbers to remain off the pole, while stick work is being performed.
- Hardhat, safety glasses and rubber gloves are required. Cover up is available for the task. (Two guards and a split blanket for neutral)
- Journeyman team will replace bad capacitor.
- The bad capacitor will be lowered to the ground and replaced with new capacitor, then raised back into place.
- The groundman will energize the capacitor bank. Time stops when the last cut-out door is closed. The tools and equipment must be on tarp.