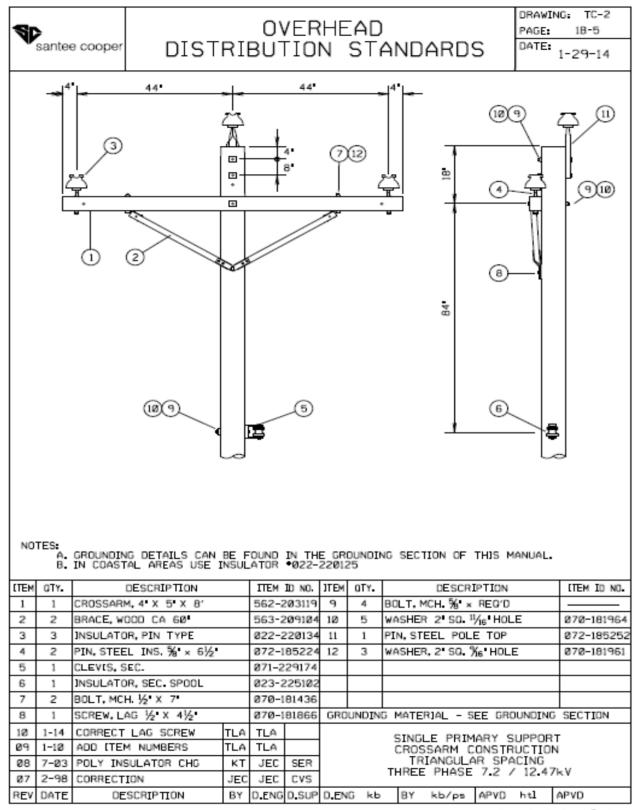
Apprentice Event - Equipotential Grounding

Mean Time: 9 Minutes Drop Dead Time: 16 Minutes

The apprentice will be required to ground a three phase structure. This is a simulated de-energized 12 KV event. Apprentice will be required to actually test and ground the structure following the 1st Edition Santee Cooper Safety Manual rules for equipotential grounding.

- 1. The apprentice will be allowed 5 minutes of setup time. The apprentice may direct questions to the judge at this time.
- 2. No cover is required since the structure will be effectively grounded.
- 3. A grounding bracket and shotgun stick with a universal adapter and tester will be hanging on the pole.
- 4. A handline, grounds and grunt bags will also be provided and must be used.
- 5. Time starts at Judges' signal.
- 6. The apprentice must indicate to the judge that all phases have been tested and are deenergized.
- 7. The apprentice must indicate to the judge that all phases have been grounded before grounds can be removed.
- 8. Time stop with climbers has both feet on the ground.
- 9. Judging will continue until all material is packed up and the event site is restored to the original condition.
- 10. All general rodeo rules apply.



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