M7-11/M7-11.1/M7-13/M7-14

Labor shall be based on the following:

Construction

- Assemble in accordance to the Construction Specification Drawing and the specifications for construction - Note: if a standard wood crossarm is used a crossarm protector is required.
 Alternative would be a specially treated wood crossarm or a fiberglass crossarm. Verify type of crossarm specified for the project.
- Complete continuity of all jumper connections
- Installation of all wildlife guards
- Requires Loop Ground
- Associated labor for construction in existing line (i.e. switching, cover up, etc)

Removal

- **WARNING:** Remember to **Zero out**, neutral position, a regulator before closing bypass switch to prevent closing in on a difference in potential
- Any labor necessary to prepare for removal (i.e. de-energizing line, grounds, etc.) May require jumper to be installed around inline insulator in order to keep circuit energized
- Remove conductor from deadend shoes and splice conductor together
- Remove equipment and disassemble framing
- All Removed Material shall be returned to the District Storeroom in which the project is located

Replacement

- WARNING: Remember to Zero out, neutral position, a regulator before closing bypass switch to prevent closing in on a difference in potential
- Any labor necessary to prepare for removal and then restore circuit (i.e. de-energizing line, install
 grounds, etc.) May require jumper to be installed around inline insulator in order to keep circuit
 energized
- Remove existing equipment and jumpers support conductors until replacement of inline equipment is complete
- Assemble new unit in accordance to the Construction Specification Drawing and the specifications
 for construction Note: if a standard wood crossarm is used a crossarm protector is required.
 Alternative would be a specially treated wood crossarm or a fiberglass crossarm. Verify type of
 crossarm specified for the project.
- Installation of all wildlife guards
- All Removed Material shall be returned to the District Storeroom in which the project is located