WINDING COMPETITION

In this competition the Artificers will be able to display their talent in accurately identifying the proper winding connection in the quickest time. The Artificer who has the quickest and most accurate data collected will be crowned chapter champion.

How it Works

Each contestant will receive a players data collection sheet (Player's Card). The card will identify five rewound stators (stator A, B, etc.). The winding connection for each stator will be lifted to mimic a stator coming out of the cleaning oven ready to identify a winding connection (just no ash). Each stator will have a different winding connection (example: 2-wye, 4-Delta, 2- Delta Part Winding, 3- Delta and a 2-circuit constant torque winding).

Data Collection

In a que area (table) will be five rewound winding stators each with a different winding connection. Contestants using their own stopwatch (phone) will start a timer and begin to identify all five rewound winding connections. Record each winding connection for a total of five, once all five connections have been written down on the player card, hit the stop button, then record elapse time on player card.

Judge's Table

Each judge will have "Player Card" template with correct winding connections. Judges are to check each player card for accuracy. A 10 second penalty will be added to the recorded elapsed time for every incorrect winding identification. If a contestant incorrectly identifies more than 2 windings connections or does not record all five connections on the "player card", Artificer will be disqualified. Artificer with the lowest time wins the championship.