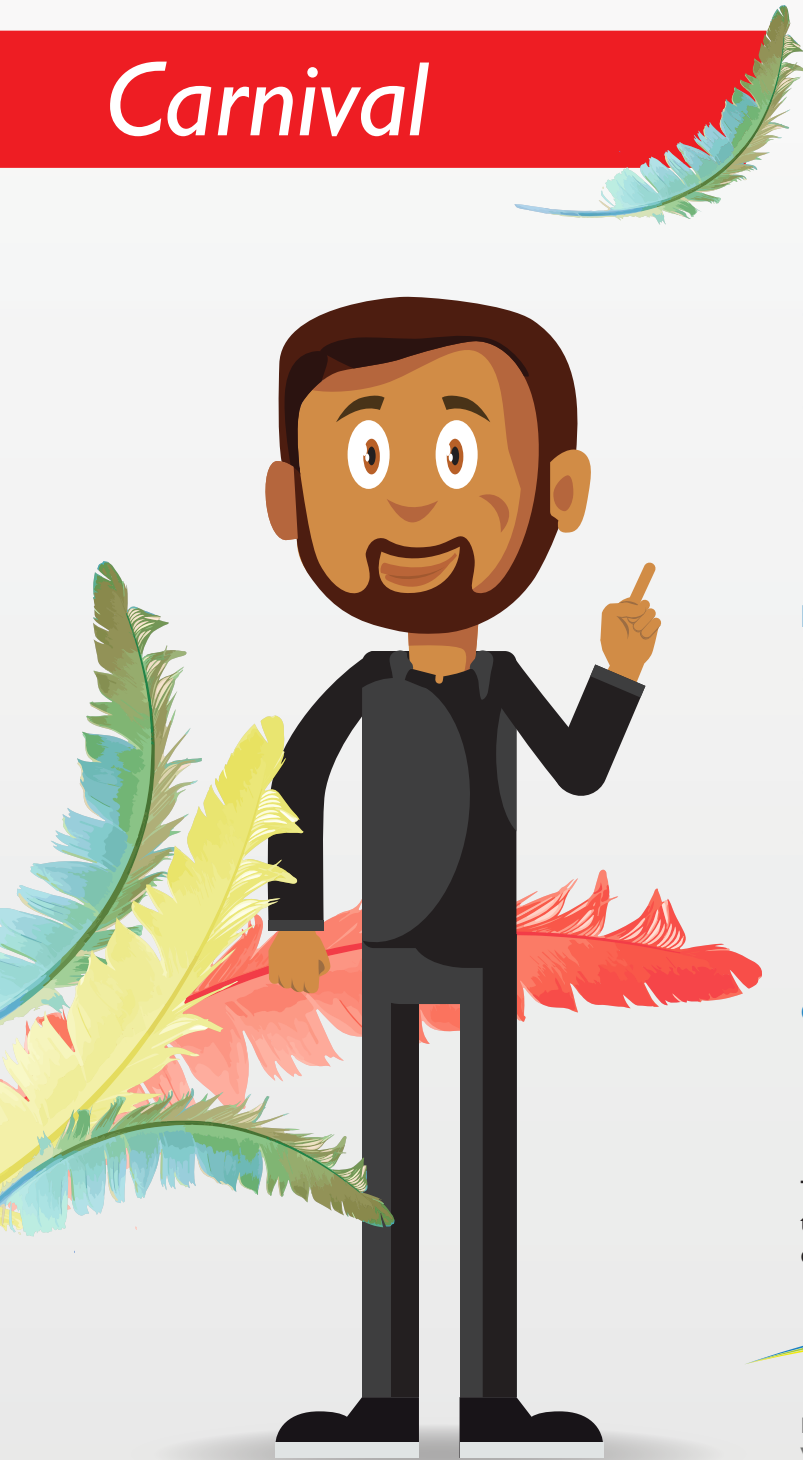


Application Guidelines

SPECIAL TEMPORARY ELECTRICAL CONNECTIONS

for 2022 August Festivals:

Carnival



- 1 Have a licensed electrician complete Application for Inspection for each connection required.
- 2 Present completed Application Inspection form at Government Treasury/Revenue Office and pay Electrical Inspection Fee (fees are dependent upon type of connection required. Fee structure is available at Government Treasury and online).
- 3 Submit Application for Inspection form to the Electrical Inspectorate Department at the Ministerial Complex.
- 4 Make appointment to visit any Grenlec Customer Care Centre and present the following:
 - Completed Grenlec Application for Temporary Connection (available at any of our offices and online).
 - Completed Application for Inspection form (from licensed electrician).
 - Treasury receipt – payment of inspection fee
 - Valid identification (driver's license, voter identification card or passport).To make an appointment with Grenlec send a WhatsApp message to 405-6931.
- 5 Pay one-off charge of \$230.00 (this includes connection fee plus VAT).
- 6 Application Deadline, Carnival: Thursday, 4 August 2022 at 3:30 pm.
- 7 Have a licensed electrician complete the wiring for the booth prior to inspection.

Requirements for Electrical Connection of Booths

- 1 A covered mounted board with meter base, main switch and double socket outlet.
- 2 A sturdy structure on which service line can be connected.
- 3 Requirements as specified by the Government Electrical Inspectorate (Please note that Grenlec will only connect booths after Government Electrical Inspectors issue the required certificate).

Connection/Termination

- Connection of service will commence from 12 noon on 7 August 2022.
- Removal of service will commence after 12 midnight, on the final day of the festival.

The Government Electrical Inspectorate and Grenlec will work together to inspect booths and connections simultaneously, please ensure that all the requirements are met to avoid delays.