

From: Cherry, Brian K
Sent: 12/19/2011 8:25:47 PM
To: 'paul.clanon@cpuc.ca.gov' (paul.clanon@cpuc.ca.gov)
Cc:
Bcc:
Subject: Re: Heads up #2: Update on Candlestick Park power outage

Yes. Still waiting.

From: Clanon, Paul [mailto:paul.clanon@cpuc.ca.gov]
Sent: Monday, December 19, 2011 07:58 PM
To: Cherry, Brian K
Subject: Re: Heads up #2: Update on Candlestick Park power outage

Is there really no actual info from PG&E people onsite now?

On Dec 19, 2011, at 7:38 PM, "Cherry, Brian K" <BKC7@pge.com> wrote:

FYI.

From: Frizzell, Roger
Sent: Monday, December 19, 2011 07:31 PM
To: All PGE Officers
Cc: All PGE Officer Assistants (Utility); All PGE Officer Assistants (Corp)
Subject: Heads up #2: Update on Candlestick Park power outage

See update below. Roger

Background:

Shortly before game time at Candlestick Park this evening, a power outage impacted the stadium. According to preliminary reports, the auto-transfer switch owned by the City failed to operate properly to switch load to the second circuit serving the stadium and the stadium was without power for nearly 10 minutes. Power has since been restored. A second power outage impacted the stadium at approximately 6:45 and lasted about 10 minutes.

We are in active discussions with the media and we're also heavily engaged in active social media efforts. Initial coverage has not focused on PG&E and is focused on the age of the stadium, showcasing imagery of a future new stadium in Santa Clara.

Talking Points:

- We are actively investigating the cause of both outages
- Crews located a power line down in the area and are working to determine if this was related to the first outage that impacted the park
- There is no indication that PG&E equipment was involved in the second outage
- While we have many customers at the stadium, Candlestick Park is the only facility impacted
- As a common practice, PG&E always works with the customer in advance of a major event, in this case the game, to prepare a quick and comprehensive response to any potential issue.