

From: Cherry, Brian K
Sent: 12/19/2011 5:34:17 PM
To: 'Simon, Timothy A.' (timothy.simon@cpuc.ca.gov)
Cc:
Bcc:
Subject: Re: 49ers Monday Night Football readiness Plan

No. We are running around. Tony early is at the game too.

From: Simon, Timothy A. [mailto:timothy.simon@cpuc.ca.gov]
Sent: Monday, December 19, 2011 5:33 PM
To: Cherry, Brian K
Subject: Re: 49ers Monday Night Football readiness Plan

Any word on what happened?
Commissioner Timothy Alan Simon
California Public Utilities Commission
Chairman, NARUC Committee on Gas

From: Cherry, Brian K [mailto:BKC7@pge.com]
Sent: Monday, December 19, 2011 05:25 PM
To: Simon, Timothy A.; Timothy Simon2 [Redacted]
Subject: FW: 49ers Monday Night Football readiness Plan

FYI. We have people on the ground.

From: [Redacted]
Sent: Monday, December 19, 2011 2:59 PM
To: SF_Update
Subject: 49ers Monday Night Football readiness Plan

All:

Below is our staffing and readiness plan for the 49er football game tonight at Candlestick Park. The OEC will open for communication purposes only at 17:15 and remain open until 21:00 hrs. The IC will be [Redacted] and can be reached on [Redacted]

The circuits that feed the park are the H-1103 and the H-1111 with a privately owned ATS in the middle of the circuit. The Golden Gate control center will be fully staffed with 4 DO's on the desk and 1 Mobile operator. Restoration will have 3 t-men and 2 cable men working. Sub-station department will have 2 technicians standing by. M&C Electric will have one 3 man OH crew standing by as well.

Resources

Restoration will have multiple first responders on shift.

OH crew will be standing by able to respond if needed

Golden Gate operations is staffed including 1 mobile operator

TSM&C will have 2 substation Electricians standing-by

OEC Contact List

M&C Elec IC	[Redacted]	[Redacted]
M&C Oncall Supervisor	[Redacted]	[Redacted]
Operations	[Redacted]	[Redacted]
Restoration	[Redacted]	[Redacted]
Gov Rel	[Redacted]	[Redacted]

Thanks to all, questions or concerns let me know.

[Redacted]

