

Safety in a Storm

Tips on how to prevent damage to equipment connected to your telephone line before a thunderstorm.

- Lightning induced impulses in electrical wires are usually of a very short duration but can affect electronic equipment or wiring systems, or cause the tripping of earth leakage circuit breakers.
- Damage to equipment such as telephones, computers, routers, modems, televisions, satellite systems, fax machines and monitoring devices can be very expensive and you will have the inconvenience of being without the equipment while waiting for a replacement or repair.
- When a storm is still in the distance unplug all non essential equipment (see above), from both telephone and mains electric power sockets.

N.B. Every 5 seconds between lightning/thunder represents a distance of approximately 1 mile.

- Never attempt to remove equipment if the lightning storm is directly overhead.



When the storm has passed

If you have not been able to remove your equipment before the lightning strike you may find you have lost your telephone/ADSL service.

- Unplug all equipment connected to your telephone and lines.
- Plug a basic corded telephone into the main telephone socket.
- If you have no service, contact Manx Telecom for testing.
- If you have service then you may have a damaged piece of equipment.
- One by one plug your equipment back into the telephone extension and mains electric sockets.

- After each piece of equipment has been plugged in, check for service on the basic telephone.
- A faulty filter can also be the cause of many issues we advise that you test your filters using a standard telephone before recording a line fault, as these can be affected by lightning.
- If, after a piece of equipment is plugged in you lose service, this may indicate damaged equipment that will need replacing or repair.

N.B. Damage caused to equipment as a result of electrical storms is not normally covered by warranties or maintenance contracts. Check if you are covered under your household insurance policy.