



# Electricity supply in Beluran and Telupid restored with help of public

Sentiment	Negative	Frequency	Daily
Outlet Country	Malaysia	Outlet Language	English
Impressions	124,816	Circulation	62,408
PR Value	37,445	Page	2

## Page Location



## Electricity supply in Beluran and Telupid restored with help of public

**KOTA KINABALU:** A simultaneous power outage occurred in Beluran and Telupid on Thursday due to damage to the main 33kV cable at two different locations connecting the two districts.

The supply was fully restored on Friday at 8:45pm.

Restoration efforts faced

challenges when Sabah Electricity technical personnel encountered an accident involving two lorries that obstructed traffic, said Chief Operating Officer, Mohd Yusmanizam Mohd Yusof.

"We are grateful to the members of the public who assisted by transporting Sabah Electricity personnel on their motorcycles

during the incident," he said in a statement on Sunday.

According to him, the Sabah Electricity technical team at the Beluran office received reports of power disruptions in Lung Manis and Sapi Nangoh at 9:30am on Thursday. Immediate restoration efforts were carried out, successfully restoring power

at 10:19am.

"However, the supply to these areas was interrupted again at 12:46pm. An inspection using a Cable Fault Locator (CFL) detected permanent damage to the cables behind the JPI building at Batu 32," he said in a statement on Saturday.

Repairing the damaged cable

took longer due to the severity of the damage, which required specialized spare parts.

Power supply was successfully restored to the entire Beluran area at 11:44pm on Thursday, except for Lung Manis and Sapi Nangoh.

In these areas, repairs to the damaged 33kV line were

challenging due to the remote location of the damage, unpaved and dark road conditions, and difficult terrain, which slowed the restoration process.

Despite these challenges, repair efforts were carried out promptly, and power to Lung Manis and Sapi Nangoh was fully restored by 8:45pm on Friday.