

Embedded Generation Connections

27 November 2020

Important Information for Solar Retailers

From Tuesday 1 December, the embedded generation (EG) application forms and process will change.

Key changes:

- The **application process becomes a two-part process**: apply to connect and provision of as-builts and verifying electrical works
- New Embedded Generation applications **will require the meter number up-front and the Electrical Contractor Licence Number (registered with TasNetworks)**
- The **applicant will be able to share the application with their electrical contractor** to verify electrical works
- **As-built details* and verification of electrical works will be a mandatory step** prior to TasNetworks forwarding metering request to the retailer.

*These details have been pre-populated using information provided by the Clean Energy Council; allowing you to select from a drop-down list, to save you time entering these fields.

What this means for Solar Retailers:

- When you lodge the application, you must provide the meter number, your Electrical Contractor's licence number and the as-builts. **Please note:** You are still able to prepare applications in draft, so upon confirmation by the customer, it can be updated to include the mandatory information.
- Within the online form, you must nominate the Electrical Contractor to verify the electrical works and provide the as-built information (where required).
- Should the Electrical Contractor change from when you submit the application, you can contact TasNetworks to update.
- For a new build that requires a power and an Embedded Generation connection application, a Basic Application and EWR will still be required.

TasNetworks will keep you informed of these changes and what it means for applications that are in-progress. If you have any questions, please contact us on 1300 137 008 or email us on ccrp@tasnetworks.com.au

Embedded Generation Connections Process

Process when Solar Retailer Submits Application to connect Embedded Generation v0.2

