GOVERNMENT OF INDIA COMMUNICATIONS AND INFORMATION TECHNOLOGY LOK SABHA

STARRED QUESTION NO:160
ANSWERED ON:22.08.2012
SHORTAGE OF CABLES
Jardosh Smt. Darshana Vikram;Rajaram Shri Wakchaure Bhausaheb

Will the Minister of COMMUNICATIONS AND INFORMATION TECHNOLOGY be pleased to state:

- (a) whether the shortage of underground telephone cables have hampered the expansion work of telecom companies in various States including Maharashtra;
- (b) if so, the details thereof and the reasons therefor, State-wise;
- (c) the corrective steps taken by the Government in this regard;
- (d) the action and time taken by the telecom companies particularly the Bharat Sanchar Nigam Limited to repair the damaged cables due to repair/digging of roads, etc.; and
- (e) the action taken by the Government against the agencies/departments for damaging the cables and the penalties imposed and recovered from them?

Answer

THE MINISTER OF HUMAN RESOURCE DEVELOPMENT AND COMMUNICATIONS AND INFORMATION TECHNOLOGY (SHRI KAPIL SIBAL)

(a) to (e) A Statement is laid on the Table of the House.

STATEMENT TO BE LAID ON THE TABLE OF THE LOK SABHA IN RESPECT OF PARTS (a) TO (e) OF LOK SABHA STARRED QUESTION NO. 160 FOR 22ND AUGUST, 2012 REGARDING `SHORTAGE OF CABLES`

(a) to (c) The expansion of telecom services of Bharat Sanchar Nigam Limited (BSNL) has not been hampered due to non availability of underground telephone cables in the country including Maharashtra.

Immediate action is taken by the BSNL to repair the damaged cable due to digging of roads/ Metro works/ National Highways during road widening and construction works. Time taken to repair the damaged cable varies as per the location and quantum of damage. However, all out efforts are made by BSNL to minimize the repair time for such damaged underground cables and restoration of telephone services.

(e) Damage charges as per the BSNL norms are claimed to recover the expenditure incurred on repair/restoration of such damaged underground cables from the agencies/department concerned