

## Emergency/Safety Plan

### ***“Site Security and Safety***

*Adequate site security and safety shall be provided at all times.”*

Site security and safety will be ensured by the following means:

- **Site Safety** – As a mining operation, we are subject to the Mine Safety and Health Administration (MSHA). Their regulations include but not limited to mine site speed limits, employee training, back-up alarms, fan and belt guards, site security, posting of signage, personal protective gear (PPG), roll over protection on equipment, and periodic inspections by MSHA personnel, etc.
- **Site Security** – We will provide an entrance gate which will be locked during non-business hour. Given the operation will have a scale for weighing loaded highway haul trucks, all persons entering the mine site will be required to check with the Weight House personnel to sign-in, demonstrate they have recent MSHA minor training, and PPG. The perimeter of the mine site will be posted with no trespassing, mining operation signs.
- **Fire Safety and Emergency Response:**
  - Fire safety – The mine operations are under Mine Safety and Health Administration (MSHA) regulations. MSHA requires mine safety training on a regular basis which includes how to suppress a fire until the local emergency fire responders arrive. MSHA requires fire suppression equipment on all mobile equipment and fire suppression equipment near any significant sources of ignition, such as areas of stored petroleum products and other stored combustibles.
  - As part of the MSHA training mine employees are to receive first aid training. The mine operator is required to have appropriate first aid supplies on site.
  - Emergency Response – MSHA also requires miner training to include emergency response training such as spill response.
  - The fire protection district is the Ellicott Fire District.

Has the applicant made contact with the Fire District about requirements for a possible cistern?

Is this a new structure or the ranch structure being converted? If a new proposed structure include in LOI