

Explosives control plan

An explosives control plan must set out the control measures for risks to health and safety associated with explosives at the mine

1. **AIM:** You may use the standard aim statement provided in the template or edit it to suit your operation's needs.
2. **WHAT:** The starting point for assessing risks associated with blasting activities on site is to use Form 17A. The manager and the shotfirer should use this form to confirm that appropriate controls are in place to manage the risks associated with the use of explosives on the mine site.

As part of this review, the location of the blasting exclusion zone should be established and a record should be maintained of where sentry locations will be and the distance of the exclusion zone.

3. **WHO:** When selecting a drill and blast contractor, one of the key parameters is identify a competent, reliable licenced shotfirer. Record the shotfirers name in this section after consulting with them and confirming the requirements of the explosives control plan. The shotfirers name should also be recorded in the management structure Program 2.
4. **HOW:** The use of Forms 17 A, B, C and D are the centrepiece of the explosives control plan. The quarry manager and the shotfirer should review the documents and adjust to make them site specific where required.
5. **WHEN:** The four forms mentioned above are used during the life cycle of the blast.
6. **ACTION:** Nominate the person responsible for notifying respective regulatory authorities of any non-compliances that result from the use of explosives on site.
7. **DOCUMENT CONTROL:** Record any documents used in this program on the document control master list (Form 3A) and the location that it will be filed.

References:

Explosives Act 2003

Explosives Regulation 2013

Work Health and Safety (Mines and Petroleum Sites) Act 2013

Work Health and Safety (Mines and Petroleum Sites) Regulation 2017- Part 2 Division 3 clause 26 (6), Division 4 Subdivision 1 clause 31, Schedule 2 clause 4

Health and Safety in Quarries