



HAZARDOUS ENERGY CONTROL PROGRAM CONTRACTOR REQUIREMENTS December 2017

Requirements

- (1) Have an establish Hazardous Energy Control Program according to the standards listed below and complete all work in accordance with these standards.
- (2) Provide a copy of their Hazardous Energy Control Program to the UNLV project manager/point of contact, if requested.
- (3) Inform the UNLV project manager/point of contact of the following:
 - a) Restrictions and prohibitions of the contractor's energy control program.
 - b) Equipment that will need to be locked out and duration of lockout.
 - c) How those in the area will be informed that lockout of is in effect and impact on any operation/activity occurring in the area.
 - d) Notification that all work has been completed and equipment may return to an operational condition, unless further repairs or servicing is needed.
- (4) Coordinate with the UNLV project manager/point of contact to receive the following information:
 - a) A copy of the UNLV Hazardous Energy Control Program, if requested.

Note: UNLV does not use tag out as a control method and substitute for locking out the energy source.
 - b) Site-specific hazards, the type and magnitude of energy sources and the locations where energy sources can be controlled to perform work.
 - c) Precautions and/or procedures that UNLV has implemented during normal operating conditions for the protection of UNLV employees who will be working at, or near, the job site where the contractor will be working.
 - d) Explanation of the alarm methods and notification procedures used in the event of an emergency.

- (5) Analyze job to determine hazards, provide appropriate protective equipment to their employees for the hazards encountered and ensure it is used when required.

Standards

- (1) 29 CFR 1910.147, The Control of Hazardous Energy
- (2) 29 CFR 1910.333, Selection and Use of Work Practices
- (3) 29 CFR 1910.334, Use of Equipment
- (4) 29 CFR 1926. 416, General Requirements
- (5) 29 CFR 1926. 417, Lockout and Tagging of Circuits