

DRILLSITE LOCATION

1. The drilling rig should be situated on the location, such that prevailing winds blow across the rig toward the reserve pit or at right angles to a line from the rig to the reserve pit.
2. The entrance to the location should be designated so that it can be barricaded if Hydrogen Sulfide emergency conditions arise. An auxiliary exit (or entrance) should be available so that in case of a catastrophe, a shift in wind direction would not preclude escape from the location. Appropriate warning signs and flags should be placed at all location entrances.
3. Once H2S Safety Procedures are established on location, no beards or facial hair, which will interfere with face seal on mask, will be allowed on location.
4. A minimum of two "Briefing Areas" will be established not less than 250 feet from the well head and in such location that at least one area will be upwind from the well at all times. Upon recognition of an emergency situation, all personnel should assemble at the designated "briefing Areas" for instructions.
5. A Safety Equipment Trailer will be stationed at one of the Briefing Areas. A wind streamer will be attached near the trailer to indicate wind direction.
6. Three (3) windsocks will be installed and wind streamers, 6 to 8 feet above ground level, placed at the location entrance. Windsocks shall be illuminated for night time operation. Personnel should develop wind direction consciousness.
7. The mud logging trailer will be located away from the shale shaker mud tank and a minimum of 125 feet from the well bore.
8. Shale shaker mud tanks will be located so as to minimize the danger from gas that breaks out of the drilling fluid.
9. Electric power plants will be located as far from the well bore as practical so that it may be used under conditions where it otherwise would have to be shut down.
10. When approaching a depth where Hydrogen Sulfide may be encountered, appropriate warning signs will be posted on all access roads to the location and at the foot of all stairways to the derrick floor.