

	<b>Stop Work Authority (BSEE 30CFR 250.1930)</b>	Section A	Chapter 5
		Version: 3	

### **Purpose**

The purpose of this procedure is to empower every individual with the authority to stop work when an unsafe condition or act is observed that could affect the safety of personnel and/or the environment.

Fieldwood Energy is committed to providing a safe work environment. All personnel have the responsibility and authority to stop the job or decline to perform an assigned task when an imminent risk or danger exists. Under NO circumstances shall repercussions be directed towards personnel who exercise Stop Work Authority.

NOTE: Imminent risk or danger means any condition, activity, or practice in the workplace that could reasonably be expected to cause:

- (1) Death or serious physical harm; or
- (2) Significant environmental harm to:
  - (i) Land;
  - (ii) Air; or
  - (iii) Mineral deposits, marine, coastal, or human environment.

The use of Stop Work Authority must be discussed in all pre-job planning and Job Safety Analysis (JSA).

### **If an unsafe condition or act is observed:**

- Take immediate action by stopping the work.
- Individuals who receive a notification to stop work must comply with that direction immediately.
- Notify the immediate supervisor of the conducted work.
- The immediate supervisor of the conducted work (person in charge) is responsible for ensuring the work is stopped in an orderly and safe manner.
- Discuss and/or determine corrective measures with all involved.
- Review and/or revise JSA as necessary.

### **If the unsafe condition or act involves an imminent risk or danger, the following is also required:**

- Notify the person with Ultimate Work Authority (UWA) of the Stop Work event.
- Work may only resume when the individual with Ultimate Work Authority for the specific operation or activity determines that the imminent risk or danger does not exist or no longer exists.
- The decision to resume activities must be documented by the UWA in writing as soon as practicable.