

Stakeholder Meeting for the Development of a Proposed Worker Fatigue Rule



June 5, 2002
Rockville, MD

Agenda

Morning Session (O 14B6)

- 8:30 - 8:45 Introductions and Opening Remarks
- 8:45 - 9:00 Rulemaking Process and Proposed Regulatory Framework (NRC)
- 9:00 - 9:15 Overview of Proposed Rule Structure (NRC)
- 9:15 - 9:30 Overview of Fatigue Management Proposal (NEI)
- 9:30 - 10:00 Comments and Recommendations (All Stakeholders)
 - Application
 - Attributes and Objectives
- 10:00 - 10:15 Break
- 10:15 - 11:30 Comments and Recommendations (All Stakeholders)
 - Scheduling Attributes
- 11:30 - 12:30 Lunch

Afternoon Session (O-4B6)

- 12:30 - 2:15 Comments and Recommendations (All Stakeholders)
 - Education and Training Attributes
 - Mitigation Strategies
- 2:15 - 2:30 Break
- 2:30 - 3:30 Future Activity Planning

Development Process

- Requirements Development
- Regulatory Analysis
- Backfit Analysis
- Environmental Impact Statement
- OMB Clearance
- Statement of Considerations
- Federal Register Notice
- SECY to Commission

Regulatory Framework

- Rule - amend Part 26
- Regulatory Guide
- Industry Fatigue Management Document

Proposed Rule Structure

- **General Performance Objective:**
 - manage and mitigate the risk of events related to worker fatigue
- **Requirements overview**
 - controls to manage the risk of events related to fatigue
 - monitoring the effectiveness of fatigue management controls
 - corrective actions as necessary

Major Elements

- **Controls**
 - Prevention
 - Detection
 - Mitigation
- **Monitoring**
 - Root cause assessment of incidents
 - Periodic assessments of program performance
- **Corrective Actions**
 - Link Fatigue Management Program to CAP

Controls

- **Prevention**
 - **Work scheduling controls**
 - **Training**
 - **Sleep disorder screening**
- **Detection**
 - **Behavioral Observation**
 - **For-cause assessment**
 - **Screening of call-ins**
 - **Self-declaration while on-duty**
- **Mitigation**
 - **Alertness and work control strategies for identified risks**