

Vogtle units 3&4 Nuclear Development

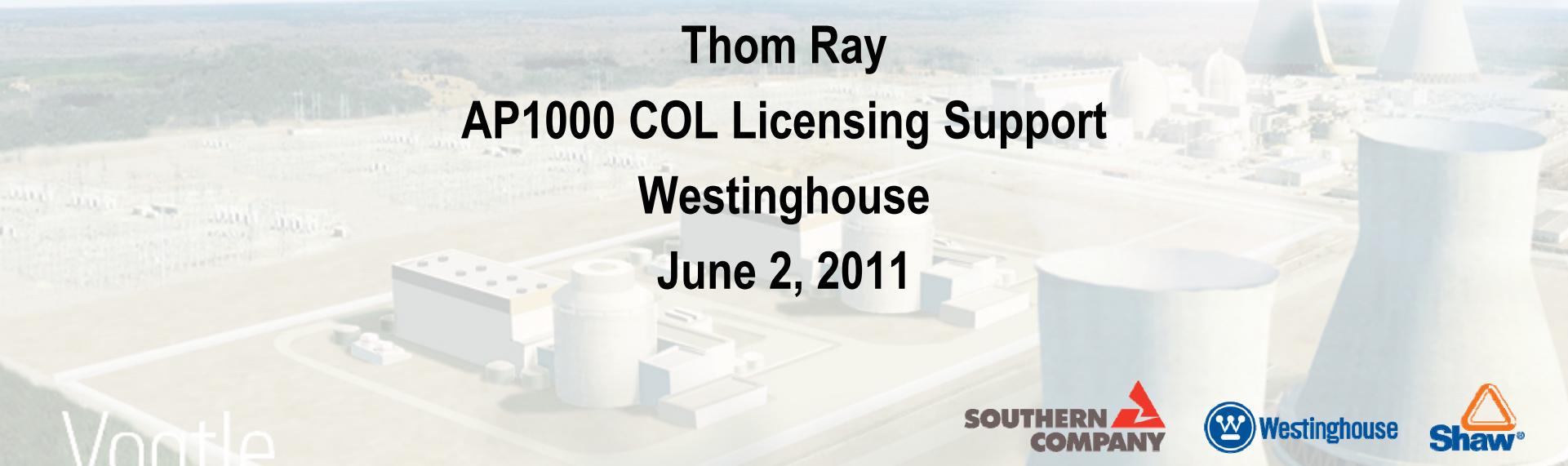


Southern Nuclear Vogtle 3 & 4 Project and NEI CIP Task Force

NRC CIP Workshop

June 2, 2011

Environmental and Seismic Qualification Program Construction Phase Expectations



Thom Ray
AP1000 COL Licensing Support
Westinghouse
June 2, 2011

Vogtle

units 3&4 Nuclear Development



Proprietary Information

Objective

To align expectations regarding Environmental and Seismic Qualification audits/inspections and understand the interface with the ITAAC closure process:

- Vendor/Supplier qualification and testing inspections and audits
- Site inspections/audits of the EQ and SQ program

Vogtle
units 3&4

Nuclear Development



Proprietary Information

Background

- NUREG 0800
 - SRP Section 3.10 – Expectation of Licensee to submit a Seismic Qualification Report (SQR)
 - SRP Section 3.11 – Expectation of Licensee to submit an EQ Report
- AP1000 DCD
 - Requires equipment to be qualified and verified by the ITAAC for each system

Vogtle

units 3&4 Nuclear Development



Proprietary Information

Environmental and Seismic Qualification Audit Discussion

- ITAAC inspections vs. traditional EQ/SQ audits
 - Separate audits for Environmental and Seismic Qualification on site vs. what is required in the ITAAC
- Documents required for the inspection/audit
 - EQ Master List, System Component Evaluation Work (SCEW) Sheets, Equipment Qualification Test Report (EQTRs), etc.
 - Mechanical Equipment Qualification (MEQ)
 - Seismic Master List, Seismic Qualification Review Team (SQRT) forms, etc.

Vogtle

units 3&4 Nuclear Development



Proprietary Information

Environmental and Seismic Qualification Audits/Inspections – Discussion

- Continue use of Design Centered Review Approach Concept
 - NRC inspection/audit results apply to all Licensees
- What actions are needed going forward to be clear on the requirements?
 - Documentation located on site for the inspection
- Any additional NRC expectations for program inspections?

Vogtle
units 3&4

Nuclear Development



Proprietary Information