



## Confined Space Entry Training



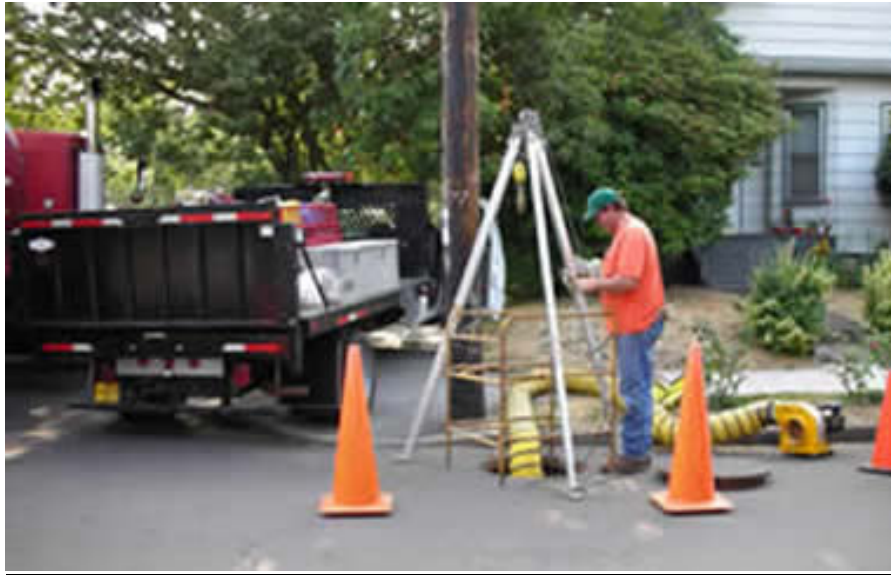
Adams Safety Training is offering this training as a means to provide, you with the critical skills you need. **This is a video based training**

### Training Goals

- To increase knowledge for Confined Space Entry related issues.
- Enlighten workers on OSHA's requirements for confined spaces.

### You Will Learn

- OSHA's regulations for confined space environments.
- What hazards exist and how to control them.
- What Personal Protection Equipment (PPE) is needed in a confined space environment.
- **Introduction to Confined Space** - Learn about 29 CFR 1910.146, OSHA's code for "Permit Required Confined Space Entry."
- **Confined Space Hazards** - the need for personal protection equipment and atmospheric testing.
- **Permit Requirements** - How to determine an area as permit vs. non-permit required.
- **Entrants, Attendants, and Entry Supervisors** - An overview of the various positions necessary for a permit-required entry, roles and responsibilities.
- **Lockout/Tag out** - Discuss various devices that are used in locking and tagging out.
- **Site Safety Plans** - site safety and the development of standard operating procedures.
- **Testing** - Briefing on the areas to be checked as well as the operation of typical pieces of equipment.
- **Ventilation and Inerting** - Suggested ways to ventilate confined spaces to control an environment. These are ways in which to make an area non-permit, or at least non-supplied air required.
- **Equipment** - Discover the various pieces of equipment needed for confined space entry. It also includes practice in donning and doffing of the equipment.



### **Course Materials**

All necessary materials are provided including:

- Student Workbooks
- certification cards
- evaluation forms

The provided documentation is to show proof of training and should be kept by the students and company for compliance auditing purposes.

***Cost of the training is \$65 per student or for smaller groups a flat charge of \$500***