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C-A OPERATIONS PROCEDURES MANUAL

ATTACHMENT

4.56.k SEB "A" Target Primary Cave Sweep Checklist

C-A-OPM Procedures in which this Attachment is used.
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4.56		

Hand Processed Changes

<u>HPC No.</u>	<u>Date</u>	<u>Page Nos.</u>	<u>Initials</u>
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Approved: \_\_\_\_\_ ***Signature on File*** \_\_\_\_\_  
 Collider-Accelerator Department Chairman Date

P. Ingrassia

# SEB "A" TARGET PRIMARY CAVE SWEEP CHECKLIST

(Team Leader) \_\_\_\_\_ (Operator 2) \_\_\_\_\_

Time: \_\_\_\_\_ Date: \_\_\_\_\_

**Warning:**

If any personnel are encountered during the sweep, **then** they will remain with the sweeper or the sweep shall be aborted. **If** the sweep is aborted **then** the person(s) must be escorted out of the cave by unlocking and opening the "A" Target Cave Gate.

## Prerequisites

- Two Operators to perform the sweep
- BNL keys, Nos. 11, AA225, AA256A
- C-A-OPM-ATT 4.56.k-- SEB "A" TARGET PRIMARY CAVE SWEEP CHECKLIST (2 pages)
- Controlled Access enabled by simultaneous operation of BNL6 keyswitch & MCR\_2-1S2 pushbutton
- TLD, Alarming (chirping) Self-Reading Dosimeter (SRD)
- A Target toggle switch is set to CA (Terminal Room 215, Bldg. 911B)

## Initial

- \_\_\_\_\_ 1. IF the Energy Disconnect Switch is not in the ON position for "A TGT" shutter drive (to the right of the "A" Target Primary Gate), THEN the Team Leader shall turn it on.
- \_\_\_\_\_ 2. Both operators -- Enter "A" Target Gate (BNL-11, and AA225) key and lock (BNL-11 key) the gate behind you.
- \_\_\_\_\_ 3. Both Operators -- Sweep to the junction of the upstream/downstream labyrinths.
- \_\_\_\_\_ 4. Team Leader instructs Operator 2 to stand static watch at the junction of the upstream and downstream labyrinths, while the Team Leader sweeps the upstream end of the cave and "A" Target area.

**Warning:**

Dose rates at the target can exceed 10 Rem per hour.

**Note: 1**

Operate the target curtain drive at slow speed only.

**Note: 2**

If the curtain drive fails to move, do not abort the sweep. Spend less time in the vicinity of the target during the sweep.

- \_\_\_\_\_ 5. Team Leader sweeps (to the right) the upstream labyrinth and halts where the labyrinth ends in the upstream portion of "A" target cave, and closes the target shutter (curtain) using the controls mounted on the left side of the labyrinth wall where the labyrinth meets the target cave, by:
  - setting the drive selector switch to forward
  - then by depressing the green momentary drive push-button until the drive stops.
  - push the red momentary "stop" push-button when the drive has stopped (listen for the "clunk sound")

- \_\_\_\_\_ 6. Team Leader sweeps right to the upstream end of A7 and views the upstream end of the cave.
- \_\_\_\_\_ 7. Team Leader sweeps downstream (still beam left in A line) and views the beam right portion of the cave.
- \_\_\_\_\_ 8. Team Leader sweeps the target area and returns to the mouth of the labyrinth.
- \_\_\_\_\_ 9. Team Leader opens the target curtain.
- \_\_\_\_\_ 10. Team Leader proceeds to the junction of the downstream and upstream labyrinths and contacts Operator 2 by giving them this checklist (Operator 2 initials this step).
- \_\_\_\_\_ 11. Both proceed to A2Q4 where the Team Leader stands static watch opposite A2Q4, while Operator 2 will sweep the downstream portion of the "A" target primary cave and fill out this checklist.
- \_\_\_\_\_ 12. Operator 2 turns right and sweeps upstream (beam left) in the A2 line to A2D2, passes under both the A2 (downstream of A2Q2) and A1 lines (downstream of A1Q2)
- \_\_\_\_\_ 13. Operator 2 sweeps upstream, on the beam right side of A1, towards A1Q1.
- \_\_\_\_\_ 14. Operator 2 sweeps downstream (beam right) of A1 line towards A1D4, while searching under A1.
- \_\_\_\_\_ 15. Operator 2 searches the top of the shield at the downstream end of the A1 portion of the cave.
- \_\_\_\_\_ 16. Operator 2 sweeps under the A1 line (downstream of A1D4).
- \_\_\_\_\_ 17. Operator 2 sweeps to the mouth of the labyrinth by sweeping under the A2 line at the point upstream of A2D3 (wedged in the shield wall).
- \_\_\_\_\_ 18. Operator 2 searches the area around the above A2D3.
- \_\_\_\_\_ 19. Operator 2 contacts Team Leader and gives them this checklist (Team Leader initial this step)
- \_\_\_\_\_ 20. Team Leader and Operator 2 sweep through the labyrinth, unlock the gate, and exit through the "A" Target Gate.
- \_\_\_\_\_ 21. Team Leader locks and resets (BNL-11 key) the "A" Target Gate.
- \_\_\_\_\_ 22. Team Leader verifies with MCR that "A TGT" is reset for beam by viewing the indicator at MCR\_2-1S7
- \_\_\_\_\_ 23. File the checklists in the section of FYXX Sweep Log Binder for completed "A" Tgt. checklists.