# Idaho National Laboratory

# BARRIERS TO THE USE OF INNOVATIVE DECOMMISSIONING TECHNOLOGIES, AND HOW TO OVERCOME THEM

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## THE USE OF NEW AND INNOVATIVE TECHNOLOGIES FOR D&D IS NOT A NEW CONCEPT

- Surplus Facilities Management Program (1978)
- ▶ D&D Integrated Demonstration Program (Decontamination and Decommissioning)
- D&D Focus Area (Deactivation and Decommissioning)
- ▶ D&D Dark Ages (Someone believed we didn't need any new technologies)
- D&D Multi Year Program (Community of Practice)
- ► All the above (except Dark Ages) identified needs, developed new technologies, demonstrated their performance, and deployed them at D&D sites



### IN SPITE OF 30 YEARS OF PRACTICE, BARRIERS STILL EXIST TO THE USE OF NEW TECHNOLOGIES FOR D&D

- Concept that D&D is a low-tech field
- ▶ New technologies are expensive
- Don't trust them to work
- ► Have had bad experiences with new technologies
- Don't believe we need any new technologies
- Unaware that better technologies exist



# IN SPITE OF 30 YEARS OF PRACTICE, BARRIERS STILL EXIST TO THE USE OF NEW TECHNOLOGIES FOR D&D (continued)

- ► Don't understand the real needs of the project
- Didn't include technologies in initial planning
- ▶ No time to investigate them
- ▶ No time to develop them
- No funding to develop/include them
- No incentive to use them (the more this thing costs, the more profit I make)



# IN SPITE OF 30 YEARS OF PRACTICE, BARRIERS STILL EXIST TO THE USE OF NEW TECHNOLOGIES FOR D&D (continued)

- ► Human nature resists change
- ► We're experts, we know how to do this
- Incentives to reduce footprint as rapidly as possible
- ► No outside input or review at the planning stage
- Consequences of taking risk
- Lack of centralized D&D program at many sites, always new faces
- No longer a centralized location for new and innovative technology information

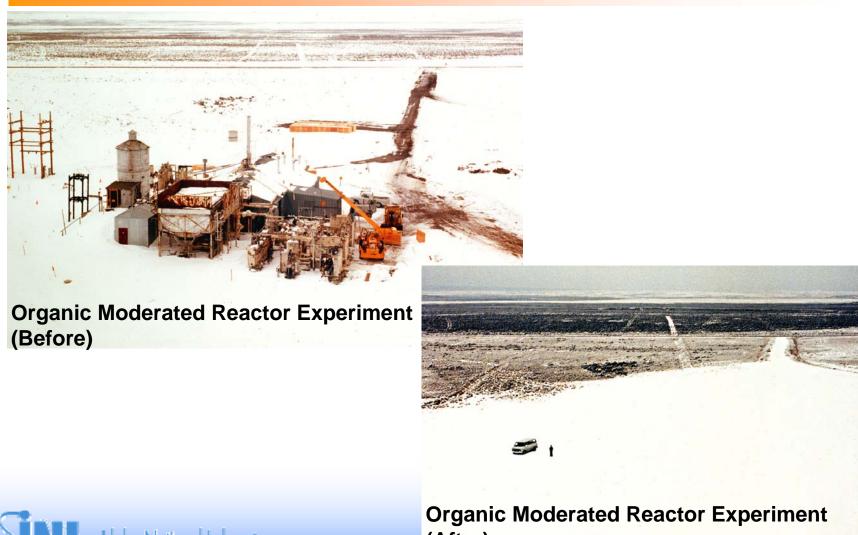


#### **How Can We Overcome These Barriers?**

- Better job of characterizing and identifying needs
- Communicate the success of past innovative technology uses (Show they will save money and time and improve safety)
- Use effective and innovative scouting for new technologies and approaches (look outside the nuclear industry)
- Provide expert input/guidance during the planning process
- Recognize good performance with new technologies
- Provide a clearinghouse for new technology information
- ► Fund the development of new technologies so they are available when needed by future projects
- Assist with the selection, demonstration, and personnel training for new technologies (Involve workers so they experience results)
- Solutions to these barriers are provided in the new D&D Multi Year Program Plan, implement and follow it!



#### **We Need To Go From Before To After In A Safe and Cost Effective Manner**





(After)

#### We Just Don't Want To Do It Too Quickly!





# **We Need To Go From Before To After In A Safe and Cost Effective Manner**



#### **CONCLUSIONS**

- ► The D&D industry has over 30 years of experience in the use of innovative technologies, their use is not a new concept
- ► However, there are still barriers to their use
- ► These barriers can be overcome through implementation of the new D&D Multi Year Program Plan
- Safety and efficiency in the D&D industry will be a function of how well that plan is implemented

