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East Tennessee Technology Park Mission*

# Waste Management EFCOG D&D Subgroup Challenges

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# D&D Subgroup – Complex Wide Challenges

**Drafted topics and challenges to address in 2017. Narrow to top 2 or 3.**

## 1) DOE O 435.1

- In accordance with DOE O 435.1, assist the DOE Office of Waste Disposal (EM 4.22) with their top-to-bottom macro current state assessment of DOE's LLW/MLLW management activities to identify potential issues and opportunities for integration. In particular, the project will focus on the following objectives:
  - Identification of the LLW/MLLW program's vulnerabilities and barriers (e.g., problem streams...etc.);
  - Identification of existing and potential opportunities (e.g., more efficient and effective pathways to dispose D&D-generated wastes);
  - Ability to maintain compliance with current regulatory requirements (focus is on those requirements in DOE O. 435.1);and,
  - Identification of any research or technology development needs.

# D&D Subgroup – Complex Wide Challenges

## 2) DOE O 430.1C, Real Property Management

- D&D implications from the revised 430.1C Real Property Management.

## 3) Safety Basis

- Safety Basis Analysis and process for D&D and remediation (particularly for soil) difficult and not standardized. The use of fixatives, agents, etc. and how they interface with existing Safety Basis requirements.

## 4) Cold and Dark

- Process for taking a facility Cold and Dark and requirements for maintaining Life Safety Codes up until just prior to Demo ready. A Graded Approach needs to be taken allowing a less stringent set of code compliance. Example is maintaining fire protection system active right up until Demo ready.

# D&D Subgroup – Challenges/Topics for 2017

## 5) DOE O 413.3B

- Status of DOE O 413.3B with regards to D&D and remediation and potential impacts for ongoing projects.

## 6) Technology Development Needs

- Develop a list of detailed technology development needs for D&D. DOE Orders promulgated in the 80's and early 90's do not support the introduction of new technologies for D&D.