

Spill Prevention and Response Plan for NMDOT LAS CRUCES SOLANO PATROL YARD

Spill Prevention:

- ❖ Ensure that all hazardous substances are properly labeled and all Safety Data Sheets (SDS) are in a visible and readily available area;
- ❖ Store, dispense and use hazardous substances in a way that prevents release;
- ❖ Always place hazardous substance on secondary containment when storing outside or indoors directly adjacent to a doorway; and
- ❖ Maintain good housekeeping practices for all chemical materials stored at the facility.

Small spills can be contained by facility personnel if they are able to do so without risking safety and injury.

Evaluate Source and Size of Spill

Immediately call 911 and Brian Torres, Patrol Yard Supervisor in the event of injury, fire, or potential fire, or a spill of a hazardous substance that gives rise to an emergency situation (i.e. ground, surface water, floor drains, or storm drains).

Small or Incidental Spills (< 5 Gal)

- Isolate the area
- Determine, stop and contain source of the spill
- Clean up spill to prevent injury or damage
- Properly characterize and dispose of clean-up materials

Large or Reportable Spills (> 5 Gal)

- Isolate the area
- Contain source of the spill
- **Contact Clean Management Environmental Group – (866) 731-9504** for emergency responders/clean up contractors
- Clean up spill to prevent injury or damage
- Properly characterize and dispose of clean-

DO NOT PANIC. Inform Others

Brian Torres, Patrol Yard Supervisor
(575) 640-0338
Leo Montoya III, District 1 Maintenance
(575) 544-6593
New Mexico Environment Department (NMED),
Environmental Emergency Contact
(505) 827-9329

Chemical Inventory:

Gasoline and Diesel Fuel
Used Oil and Maintenance Fluids
Herbicides
Paint

Additional Emergency Contacts:

Fire/Ambulance/Police:

Emergency: 911

Non-Emergency: 575-526-0795

New Mexico State Police 24-hour Dispatch Hotline:
(505) 827-9329.

Nearest Hospitals:

Memorial Medical Center:
(575) 522-8641

Mountain View Regional Medical Center:
(575) 556-7600

