AR-1

HAZARDOUS MATERIALS INCIDENT INITIAL NOTIFICATION

1.	Date of Incident:	Time of Incidents		
2.	Location (street or route, town, and county):	Time of Incident:	AM PM	
3.	Contact Information:			
5.	Spiller/Responsible Party:	Call back Person/Number:		
4.	Type of Incident:			
5.				
	Material Released (if known):			
	Quantity Released (if known):			
6.	Is the Release on going: Yes No			
7.	Released to: Soil Water Ocean Air Well Sewer Containment Other:			
8.	Any Injuries or Fatalities?			
9.	Assistance Needed: Police Fire Ambulance HazMat Team Other:			
10.	THE FACILITY MUST CALL THESE NUMBERS IMMEDIATELY:			
	 CLOSEST LOCAL FIRE DEPARTMENT DEP 1-800-482-0777 (before 5:00pm) MEMA 1-800-452-8735 (before 5:00pm) MAINE STATE POLICE 1-800-452-4664 (After 5:00pm to reach DEP and MEMA) 			
	 COUNTY SHERIFF'S OFFICE (see reverse for telephone number) for Local Emergency Coordinator notification NATIONAL RESPONSE CENTER 1-800-424-8802 			
11.	Notification: Date: Time:	Received by:		

AR-1 GENERAL INFORMATION

This report is required for any release that goes beyond the facility boundary and is a release of a reportable quantity of a CERCLA Hazardous or Extremely Hazardous Substance. <u>All</u> chemical spills must be reported to the Maine DEP.

A follow-up report is required within 14 days regarding actions taken to respond to and control the release; the cause and events leading to the release; known or anticipated health risks, medical attention needs of exposed persons; and measures taken to avoid re-occurrence. (Ref. SARA, Title III, sec. 304)

LOCAL EMERGENCY COORDINATOR CONTACTS	
Androscoggin County	784-3622
Aroostook County	800-432-7842
Cumberland County	893-2810
Hancock County	667-8866
Franklin County	778-2680
Kennebec County	623-3591
Knox County	593-9132
Lincoln County	882-7332
Oxford County	800-733-1421
Penobscot County	942-7911
Piscataquis County	800-432-7372
Sagadahoc County	443-9711
Somerset County	877-200-9070
Waldo County	800-660-3398
Washington County	800-432-7303
York County	324-1111

rev 7/12