DEPARTMENT OF LICENSING AND REGULATORY AFFAIRS

DIRECTOR'S OFFICE

GENERAL INDUSTRY SAFETY AND HEALTH STANDARD STANDARDS

Filed with the secretary of state on

These rules take effect immediately upon filing with the secretary of state unless adopted under section 33, 44, or 45a(6) of the administrative procedures act of 1969, 1969 PA 306, MCL 24.233, 24.244, or 24.245a. Rules adopted under these sections become effective 7 days after filing with the secretary of state.

(By authority conferred on the director of the department of licensing and regulatory affairs by sections 16 and 21 of **the Michigan occupational safety and health act,** 1974 PA 154, MCL 408.1016 and 408.1021, and Executive Reorganization Order Nos. 1996-2, 2003-1, 2008-4, and 2011-4, MCL 445.2001, 445.2011, 445.2025, and 445.2030)

R 408.14249 of the Michigan Administrative Code is amended as follows:

GENERAL INDUSTRY SAFETY AND HEALTH STANDARD PART 42. FORGING

R 408.14249 Board drop hammers.

Rule 4249. (1) On a board drop hammer a guard constructed of 20 gauge sheet steel or stronger shall be provided around the board above the rolls to prevent the board from falling if the board breaks or comes loose from the ram.

(2) Where work must be done at or near the rolls of a board hammer, a fixed or portable platform equipped with a guardrail system shall be provided and used handrail and toeboards as prescribed in compliance with General Industry Safety and Health Standard Part 2 "Walking-Working Surfaces," the occupational safety standards commission standard, Part 2. Floor and Wall Openings and Stairways, being R 408.10201 to R 408.10241 of the Michigan Administrative Code. Code and the occupational safety standards commission standard, Part 3. Fixed Ladders, being R 408.10301 to R 408.10365 of the Michigan Administrative Code, shall be provided and used.

(3) Roll release levers and front friction rods on a board hammer shall be prevented from falling by being secured to the hammer frame by cable, chain or an equally effective means.