### Intro to the Zoom Platform

#### Online

- Controls at the bottom
- Interpreter Channel or Globe Icon (EN or ES)
- Q&A feature/tool: technical questions regarding presentation
- Raise Hand Option: for live questions at the end of the presentation

#### Phone

- To raise/lower hand use \*9
- To mute/unmute use \*6

**NOTE**: Speakers will be speaking slowly because of concurrent interpretation. Please be patient.

# Wildfire Smoke Public Hearing

Chapter 296-820 WAC – Wildfire Smoke *WAC* 296-820-805 through 296-820-860, and

Chapter 296-307 WAC – Agriculture Safety Standards – Wildfire Smoke *WAC 296-307-098 through WAC 296-307-09860* 



## Agenda

- Background
- Public hearing schedule
- Rulemaking timeline
- Proposed rule overview
- Question & answer on language in proposed rule
- Public hearing comments starting at 11:00 a.m.

### Background

Petitioned Sep 2020

Emergency rule Summer 2021 Emergency rule Summer 2022 Rule filed Dec 2023

Rule effective Jan 15, 2024

- Sep 2020 L&I was petitioned to do rulemaking by United Farm Workers (UFW)
- 2021 and 2022 L&I adopted emergency rules
- Prior to the 2021 emergency rule, there were no regulations to address the hazards of wildfire smoke inhalation for workers in Washington.
- Permanent rules became effective January 15th, 2024

### Background

EPA updated AQI May 2024 Filed Expedited rulemaking May 2024 Objection received
July 2024

Filed CR-102 Oct 2024

Public hearings
Dec 2024

- EPA updated the AQI May 6, 2024
- L&I filed expedited rulemaking to update AQI references in the rules
- An objection to expedited rulemaking was received, so a CR-102 was filed
- Public hearing Dec 4<sup>th</sup>, 2024

## Wildfire Smoke Rulemaking Timeline

- 2024 Jan 15th: Permanent rule effective
- 2024 May 6th: EPA updated AQI
- 2024 May 21st: Filed CR-105 Expedited Rulemaking to update AQI
- 2024 Jul 18th: Objection to expedited rulemaking received
- 2024 Oct 17th: Filed CR-102
- 2024 Dec 4th: Virtual Public hearing
- 2024 Dec 11th: Comment period ends 5:00 p.m.
- 2025 Feb 4th: CR-103 Rule adoption
- 2025 March 10th: Rule update effective

### Submit written comments to:

### Cindy Ireland, Administrative Regulations Analyst

- Mail: Division of Occupational Safety and Health PO Box 44620 Olympia, WA 98504-4620
- Email: Cynthia.Ireland@Lni.wa.gov
- FAX: 360-902-5619 Comments submitted by fax must be 10 pages or less.

Comments must be received by: 5:00 p.m. on December 11, 2024

### DOSH Wildfire Smoke Technical Specialist

#### Chris Pyke

DOSH Technical Specialist (360) 951-3489 Chris.Pyke@Lni.wa.gov

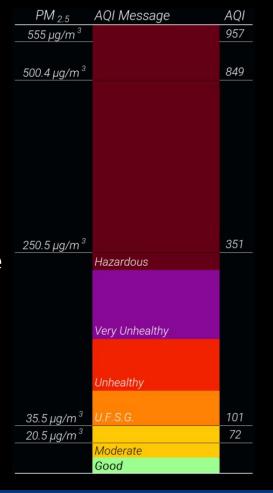
#### Wildfire Smoke rulemaking page

• https://www.lni.wa.gov/safety-health/safetyrules/rulemaking-stakeholder-information/wildfire smoke#rule-drafts-and-documents



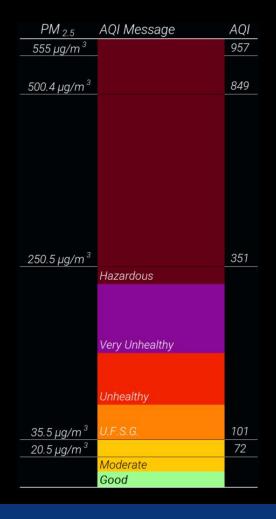
 $PM_{2.5}$ 

- $PM_{2.5}$  is particulate matter 2.5  $\mu m$  in diameter or smaller
- The wildfire smoke rule is based on 1-hour average  $PM_{2.5}$  referred to as "Current  $PM_{2.5}$ "
- ullet PM $_{2.5}$  is the primary pollutant of concern in wildfire smoke
- Wildfire smoke also contains other contaminants
- Particles in wildfire smoke are often 1 µm or smaller



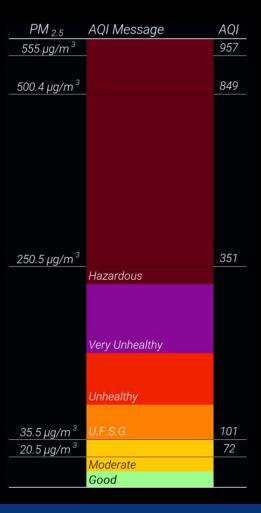
# The Air Quality Index (AQI)

- The AQI is a unitless index created by the US EPA
- Based on PM<sub>2.5</sub> or other contaminants, whichever has highest AQI
- AQI health messaging designed for the public, not occupational health
- Outdoor workers are considered sensitive groups by WA Dept. of Health, Ecology, L&I, and the EPA.



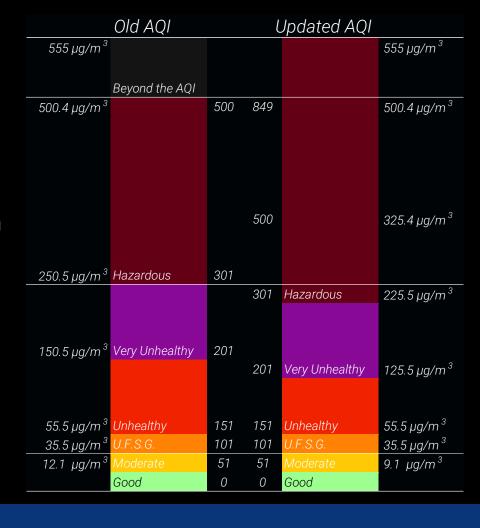
# The Air Quality Index (AQI)

- Use of NowCast AQI for PM<sub>2.5</sub> permitted as an approximation of the current PM<sub>2.5</sub>
- The regular AQI is based on 24-hour average PM<sub>2.5</sub>
- NowCast AQI averages over 3—12 hours



# AQI was updated

- The EPA updated the AQI breakpoints May 6<sup>th</sup> 2024
- L&I rulemaking to update the rules with corrected AQI
- DD 8.20 provided interim instructions
- The rule's requirements are not changing



Break to transition to public hearing

A chance to stretch your legs and take a deep breath