

Five Emergency Response Questions?

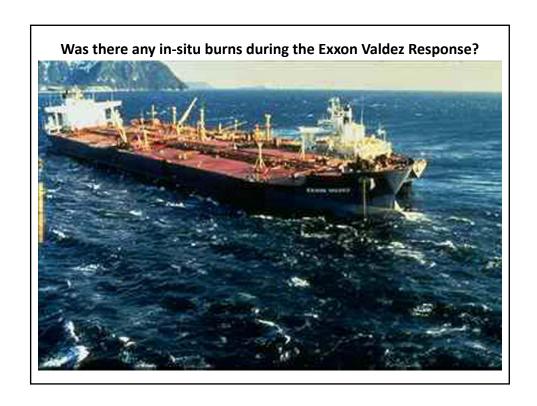
- What was spilled? (Oil Chemistry)
- Where is it going? (Oil Forecasts)
- What's at risk? (RAR/ESI)
- How will it hurt? (Potential Impacts)
- What can be done to <u>mitigate</u> the hurt?

 (Alternative Response Technologies)

DO NO MORE HARM THAN GOOD

















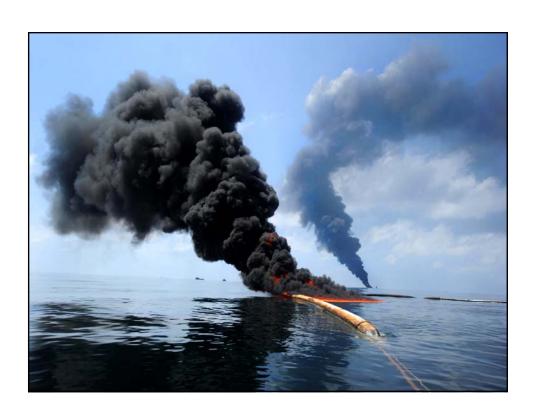


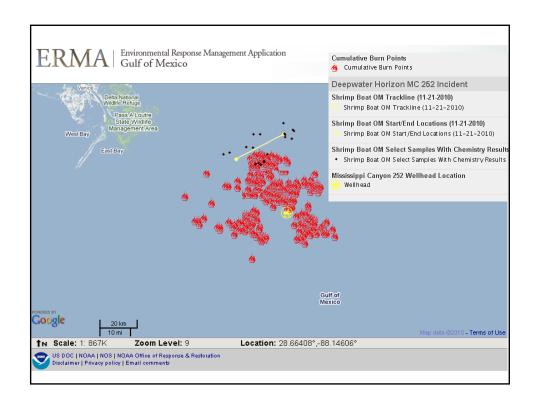
Basics of Burning Oil at Sea

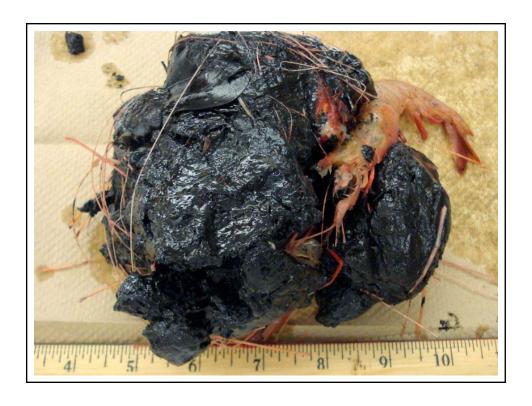
- Oil must be several mm thick to support sustained combustion on water – thicker better.
- Requires mechanical recovery prior to burning.
- Oil must not be emulsified (water-in-oil) more than 50% (maybe a bit higher water content if you can get a hot enough fire initiated).
- Ignition systems maybe hand deployed or heliotorch (jellied gasoline).
- Not 100% Efficient (is anything 100% efficient?)

Burn Effectiveness In General

- 90-98% Effective at removing surface oil.
- Primary products are CO2 and H2O.
- Some 5% of the oil removed from the surface are incomplete combustion by-products:
 - particulates such as smoke and soot
 - Polynuclear Aromatic Hydrocarbons (pyrogenic)
- Plume monitoring may be required (SMART).
- Surface residues are highly distilled oil residues and may sink especially after the begin to cool.







PROS:

- Removes a large amounts of oil very fast (>2000 bbl/hr) – much faster than a skimming system.
- No storage capacity issues.
- Removes the bulk of the oil from the water surface with no significant increase in dissolved hydrocarbons into the water column.
- Often has a relatively broad window of opportunity (often days).

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CONS:

- Limited to same mechanical encounter rate challenges as skimming operations.
- Moves pollution from water to air.
- Highly visible plume (public is often alarmed).
- Combustible liquids only (not emulsified oil).
- Requires specialized fire boom systems.
- May require air monitoring (SMART and maybe other requirements).
- Will likely require wildlife monitoring.

CONS:

- May require RRT approval (Preauthorization)
- Residues may sink (often sink) exclusion zones pre-identified in RRT6 Authorization (maybe these should be revisited -expanded).

