



Henrico County Division of Fire

Office of the Fire Marshal

Regulations for Blasting

The following are requirements for blasting operations:

1. Blasters shall be certified by the State of Virginia.
2. Blasting mats shall be required for all blasts.
3. Blasting shall be permitted only during daylight hours (8:00am-5:00pm)
4. Blasting operations shall not take place during thunderstorms.
5. Blasting permit shall be on site at all times.
6. Magazines shall not be located on site where blasting is being performed.
7. Signage will be posted as required by fire official. Where required, signs shall be at least 4'x4' with bright contrasting colors reading "Danger Blasting".
8. Seismograph readings and pre-blast surveys are required as determined by the fire official. Seismographs will be required for all blasts within 300' of a structure. Residents living within 300' shall be notified the day before blasting operations take place.
9. All blasting permit applications must include a certificate of insurance.
 - Blasting 300' or more from a structure requires at least \$1,000,000.00 coverage
 - Blasting within 300' of a structure requires at least \$2,000,000.00 coverage
10. Any damage that is a result of blasting shall be reported to the Fire Official.
 - (Day) 804-501-4900
 - (After hours) 911
11. Blasting operations shall comply with the 2015 Virginia Statewide Fire Prevention Code, county ordinances and nationally recognized standards applicable to handling, storage and use of explosives or blasting agents.
12. Permit duration is up to 180 days at the discretion of the fire official, all requests for extension shall be made in writing before expiration of the original permit.
13. Permit is only applicable to address listed on application.
14. Application must be completed fully with copy of insurance and licenses for all blasters.
15. Failure to comply with any of these requirements will result in the permit being revoked and possible legal action.
16. Allow 10 days for processing of permit application.