

Method of Procedure (MOP) For Control of Hazardous Energy (LOTO) (Rev Jan 2022)

This MOP shall be completed by the General Contractor (GC) and submitted with other associated documentation (e.g., risk plan) to Lockheed Martin Space (LMS) Facility Operations & Services (FOS) and LMS Environment Safety & Health (ESH) prior to start of work per [LM Contractor ESH Requirements](#).

GC and its subcontractors are responsible for the health and safety of their personnel, though their own safety plans and procedures, and must comply with all applicable laws and regulations, as well as all communicated LMS site and program-specific requirements.

Project Name: Click or tap here to enter text.	Contractor: Click or tap here to enter text.	Building: Click or tap here to enter text.
FPR No: Click or tap here to enter text.	Contractor POC: Click or tap here to enter text.	Area: Click or tap here to enter text.
FOS CM: Click or tap here to enter text.	Sub-Contractor: Click or tap here to enter text.	Start Date: Click or tap to enter a date.

Scope of Work	Click or tap here to enter text.
Health and Special Hazards	Click or tap here to enter text.
Safety and Special PPE	Click or tap here to enter text.
Materials Used	Click or tap here to enter text.

GC shall provide the following project details:

- 1. Description of energized system(s) work will be conducted on**
- 2. Have employees attended a LOTO training class**
- 3. Description of procedure(s) used to perform lock-out/tag-out**
- 4. Description of contractor’s locks and tags**
- 5. Have notification outages been made to effected parties**
- 6. Description of process to control energized system(s)**
- 7. Description of stored or residual energy associated with the energized system(s)**
- 8. Does the energized system(s) contain a gas or liquid**
- 9. Description of verification method to ensure energized system(s) are safe prior to conducting work**
- 10. Description of method to release energized system(s) from lock-out/tag-out**
- 11. Description of emergency lock removal process**