

**1301:7-9-01 APPLICABILITY.**

- (A) This rule is adopted by the fire marshal in accordance with Chapter 119. of the Revised Code and shall not be considered a part of the "Ohio Fire Code."
- (B) Notwithstanding paragraphs (A)(7) to (A)(11) of rule 1301:7-9-06 of the Administrative Code and paragraphs (A)(7) to (A)(11) of rule 1301:7-9-08 of the Administrative Code, no owner or operator shall install an UST system listed in paragraphs (A)(7) to (A)(11) of rule 1301:7-9-06 of the Administrative Code for the purpose of storing a regulated substance unless the UST system complies with all of the following:
- (1) The UST system is installed and constructed in such a manner so as to prevent releases of the regulated substance due to corrosion or structural failure for the operational life of the UST system;
  - (2) The UST system is cathodically protected against corrosion, constructed of noncorrodible material, steel clad with a noncorrodible material, or designed in a manner to prevent a release or threatened release of any stored substance; and
  - (3) Is constructed or lined with material that is compatible with the stored substance.
- (C) Notwithstanding paragraphs (B) to (B)(3) of this rule, an UST system listed in paragraphs (A)(7) to (A)(11) of rule 1301:7-9-06 of the Administrative Code may be installed, for the purpose of storing regulated substance, without corrosion protection at a site that is determined by a corrosion expert not to be corrosive enough to cause it to have a release due to corrosion during its operating life. Owners and operators shall obtain written permission from the bureau chief to install such a system prior to installation and shall maintain records that demonstrate compliance with the requirements of this paragraph for the remaining life of the UST system.

Effective: January 22, 1993

R.C. 119.032 Review dates: 09/13/99, 09/13/04

Promulgated under: 119.03

Authorized by: 3737.88 to 3737.882

Amplifies: 3737.88 to 3737.882

Prior Effective Date: 11/5/90

Printed: 1/22/93