

STATE OF WEST VIRGINIA
DEPARTMENT OF ENVIRONMENTAL PROTECTION
DIVISION OF MINING AND RECLAMATION

PRE-BLAST SURVEY AFFIDAVIT

Owner name: _____ Structure No. _____
Address: _____ Phone No: _____
Permittee: _____ Permit No. _____
Surveyor Name (type or print) _____ Surveyor No. _____

A pre-blast survey of this structure was not conducted because (check one and provide details below)

- owner or resident refused to allow the inspection and refused to sign a waiver.
- owner or resident could not be contacted after repeated attempts.
- other (give details below)

The surveyor or permittee representative making the contact or attempted contact must describe the specific circumstances of the contact or attempted contacts with the structure owner or resident. Include the specific date, day, time and place of each contact, names of persons present, and a description of observations using first person statements. Describe conversations, quoting wherever possible. If additional space is needed, attach further descriptions on separate sheets and reference them here.

By my signature, I hereby affirm and attest that the information and representations made on this document are true and accurate findings I have made.

Pre-blast Surveyor Signature

Subscribed and sworn to before me, a Notary Public in and for _____ County, in the State of _____,
this _____ day of _____, _____.

Notary Signature

My Commission Expires _____

NOTE: In accordance with WV Code § 22-3-17(i), any person who knowingly makes any false statement, representation or certification, or knowingly fails to make any statement, representation or certification in any application, petition, record, report, plan or other document filed or required to be maintained pursuant to this article (3 & 3A) or rules promulgated thereto, is guilty of a misdemeanor and upon conviction thereof, shall be fined not less than one hundred dollars nor more than ten thousand dollars or imprisoned in the county jail for not more than one year or both fined and imprisoned.