

## List of Required Gear

### Mill Building (Scene 2):

- Hard Hat Type 1, Class G/E
- Safety Glasses
- Long Pants
- Long-sleeved shirt
- Reflective Vest/T-Shirt
- Heavy Boots: Leather, Steel/Composite Toe
- Leather Gloves
- Handheld Radio
- Ear Plugs

Total Gear: 9

### Mill Exterior Summer (Scene 3):

- Hard Hat Type 1, Class G/E
- Safety Glasses
- Long Pants
- Long-sleeved shirt
- Reflective Vest/T-Shirt
- Heavy Boots: Leather, Steel/Composite Toe
- Leather Gloves
- Handheld Radio

Total Gear: 8

### Mill Exterior Winter (Scene 4):

- Hard Hat Type 1, Class G/E
- Safety Glasses
- Long Pants
- Heavy Reflective Jacket
- Heavy Boots: Winterized, Leather, Steel/Composite Toe
- Winter Gloves
- Handheld Radio

Total Gear: 7

Underground Mine (Scene 1):

- Hard Hat Type 1, Class G/E
- Headlamp
- Safety Glasses
- Leather Gloves
- Long Pants
- Long-sleeved shirt
- Reflective Vest/T-Shirt
- Handheld Radio
- Heavy Boots: Tall, Rubberized
- Portable Respirator – may wish for a redesign
- Portable Oxygen (Type 1 - orange) – may wish for a redesign
- Ear plugs

Total Gear: 12