

Explosive Ordnance Disposal (EOD) Facility. FAC: 1444

CATCODE: 141165

OPR: AFCEC/CEXD

OCR: AFCEC/COS

1.1. Description. The Base Civil Engineer (BCE) is responsible for a wide variety of design, construction, operation, maintenance, and environmental planning functions on base facilities and utilities systems. In addition, the BCE is responsible for the EOD, Emergency Management, and fire protection functions on an installation. The EOD facility supports EOD personnel who provide a 24-hour emergency management response capability to aircraft recovery operations, explosive- related incidents, and weapons of mass destruction or other terrorist-related events.

1.2. Requirements Determination. Space requirements are based on individual unit staffing, operations, and tasked equipment and vehicles. Obtain additional information and guidance from MAJCOM. See AFI 32-3001, *Explosive Ordnance Disposal (EOD) Program*.

1.3. Scope Determination. Ensure the EOD facility meets requirements for storage of hazardous and explosive materials, classified information, and firearms according to DoD 6055.9-Std, AFMAN 91-201, and other federal, state, and local laws. Mobility and other unit general purpose vehicles require storage in a secure, covered, and lighted area. The Demolition and Burn Facility (CATCODE 831173) requires an EOD proficiency training range.

1.4. Dimensions. See Table 1.1.

1.5. Design Considerations. See AFI 32-3001 for design guidance and siting information.

Table 1.1. Space Requirements for BCE Facilities - EOD Facility

Offices	Office Type (see FC-6 CG-61 Admin Overview Table 1.2 and 1.2.1)	
	m ²	ft ²
Flight Chief Office (Type D) ¹	11.15	120
Flight Superintendent Office (Type E) ¹	7.43	80
EOD Staff Workspaces (Type F) ¹	5.95/person	64/person
Special Purpose Spaces	m ²	ft ²
Training Room ²	42	450
EOD Operation Control Center	20	225
Physical Fitness Room ³	23	250
Classified Storage Area	14	150
Maintenance and Secure Storage Area	176	1,900
Industrial Storage Area/Hazmat Pharmacy	14	150

Mobility Professional Gear Storage Area ⁴	112	1,200
BSERV Storage	25	270
ARTS platform	18	200
Laundry ³	7	75
Toilets>Showers ³	28	300

NOTES:

1. See Tables 1.2 through 1.4 in CG 6 Admin Overview
2. Per 10 assigned personnel.
3. Validate requirement.
4. Per UTC assigned.