



NATIONAL ASSOCIATION OF ABANDONED MINE LAND PROGRAMS

A Resolution Concerning Safeguarding of Abandoned Mines
Stay Out and Stay Alive

WHEREAS, The Surface Mining Control and Reclamation Act of 1977, P.L. 95-87 (Title IV) authorizes states and tribes to expend moneys from the Abandoned Mine Land (AML) Reclamation fund for reclaiming hazardous abandoned mines; and

WHEREAS, many of these historic abandoned mines on both private and public lands contain hazardous conditions such as open tunnels, dangerous shafts, unstable ground, rotten timber, and toxic air; and

WHEREAS, 16 people died in abandoned mine accidents in 2008 according to the Mine Safety and Health Administration; and

WHEREAS, for the past 30 years the National Association of Abandoned Mine Land Programs member states and tribes have safeguarded the public's health and safety from over 27,000 open mine portals and shafts, 2.9 million feet of dangerous highwalls, and 16,000 acres of land have reclaimed and have funded public service campaigns to warn the public about these dangers; and

WHEREAS, because of an ever greater influx of visitors and tourists to these historic mine areas, there is an increased need to warn people of the danger if they go hiking or exploring on public or private property; and

WHEREAS, it is appropriate for the Association to work with federal agencies, local communities, watershed groups, mining associations, and environmental groups to warn visitors of the many dangers associated with abandoned mines, to educate visitors about the importance of preserving historic mining areas, to educate visitors about protecting endangered species using mine habitat and to work cooperatively in addressing these problems associated with abandoned mines; now

THEREFORE BE IT RESOLVED, that the National Association of Abandoned Mine Land Programs continues to strongly send the message- ***Stay Out and Stay Alive.***

Signed this 20th day of April 2009

STEVE HERBERT, President
National Association of Abandoned
Mine Land Programs