



Questions arising from June 8th, 2009 CLC Meeting
Truck Loads

1. Who is responsible for overloading of trucks?

DFA Response: Driver is responsible for providing DFA with vehicle specifications relating to allowable gross weight allowance (approved by MTO). Our loaders will fill truck to approximately what the allowable tonnage is (our loaders are equipped with bucket scales). The truck gets weighed before leaving to determine the actual weight. If the truck is over the allowable load weight he cannot leave property unless he dumps the excess material in order to be under the allowable weight. DFA computer system is designed to withhold printing of the ticket unless weight is within allowable load. DFA scales are checked yearly by weight and measures Canada for accuracy.

2. Why would DFA overload a truck knowingly?

DFA Response: DFA would not knowingly overload a truck. Our loaders are equipped with a bucket scales to help with loading accuracy. It would be counterproductive to overload the material because it would have to get dumped at the scales. The overload situation may occur if inaccurate information about the allowable gross weight is provided to us by the drivers.

3. Provide details of Off-Load Area in the Quarry?

DFA Response: The off-load area in the quarry is right next to the scale house. It is designated for dumping excess material. Essentially any overloaded truck is directed to this spot in order to dump the small excess quantity into a common pile which we end up selling as a mixed rough fill.

4. How many trucks a day go through Acton Quarry on average?

DFA Response: In 2009, the average number of trucks that are going through the quarry is 186 per day. The Traffic Impact Assessment (MMM Group – January 2009) conducted traffic counts from October 2006 to September 2007 and the daily average over that year was approximately 313 trucks per day.

5. Are there any movements to increase truck capacities in the aggregate industry?

DFA Response: Not that we are aware of at this time.