

# Emission Sources - Maximum Allowable Emission Rates

Permit Number 85079

This table lists the maximum allowable emission rates and all sources of air contaminants on the applicant's property covered by this permit. The emission rates shown are those derived from information submitted as part of the application for permit and are the maximum rates allowed for these facilities, sources, and related activities. Any proposed increase in emission rates may require an application for a modification of the facilities covered by this permit.

## Air Contaminants Data

Emission Point No. (1)	Source Name (2)	Air Contaminant Name (3)	Emission Rates (5)	
			lbs/hour	TPY (4)
2	Paint Booth	VOC	25.20	11.87
		Exempt Solvent	4.35	3.26
		PM	< 0.01	< 0.01
1, 3, and 5	Outdoor Paint/Blast Area	VOC	25.20	3.15
		PM	5.72	2.91
		PM <sub>10</sub>	0.68	0.34
4	Blast Media Hopper	PM	0.12	0.03
All Emission Points	Site-wide	Individual HAP		< 10.0
		Total HAPs		< 25.0

(1) Emission point identification-- either specific equipment designation or emission point number from plot plan.

(2) Specific point source name. For fugitive sources, use area name or fugitive source name.

(3) Exempt Solvent - Those carbon compounds or mixtures of carbon compounds used as solvents which have been excluded from the definition of volatile organic compound.

VOC - volatile organic compounds as defined in Title 30 Texas Administrative Code § 101.1

PM - total particulate matter, suspended in the atmosphere, including PM<sub>10</sub> and PM<sub>2.5</sub>, as represented

PM<sub>10</sub> - total particulate matter equal to or less than 10 microns in diameter, including PM<sub>2.5</sub>, as represented

HAP - hazardous air pollutant as listed in § 112(b) of the Federal Clean Air Act or Title 40 Code of Federal Regulations Part 63, Subpart C

(4) Compliance with annual emission limits (tons per year) is based on a 12 month rolling period.

(5) The allowable emission rates include planned maintenance, startup, and shutdown activities.

Date: July 10, 2013