



Protect Utility Infrastructure Contractors: Volunteer for the Common Ground Alliance TODAY!

AGC is a member the Common Ground Alliance (CGA), an advocacy group that promotes underground utility infrastructure damage prevention. While CGA volunteers are primarily within the oil and gas industries, AGC is looking to change that and needs contractors to volunteer on our behalf!

Six Working Committees Dedicated to Preventing Damage

The Common Ground Alliance is composed of six Working Committees with the shared goal of preventing damages. Each committee develops frameworks and best practices to limit utility infrastructure damages, making our involvement critical. Each committee operates on a consensus basis – ensuring that all voices are heard. Joining one of the six committees ensures contractors have a seat at the table. The committees are:

- Best Practices
- Data Reporting & Evaluation
- Educational Programs & Marking
- One Call Systems International
- Regional Partners
- Technology

While AGC is on Best Practices Committee, individuals should consider joining one of their various working groups, focused on specific aspects of excavation. The groups are:

- DIRT Report and Best Practices Advisory Group
- Excavation Forecasting Working Group
- Marine Practices Working Group
- Review of Chapter 3 Task Team
- Abandoned Facilities
- Disaster Preparation and Response Team
- Ticket Life and Preservation of Marks

Minimal Time Commitment, Maximum Rewards

Volunteering with the CGA ensures that contractors are heard when discussing damage prevention, and being a member only requires approximately one hour of time per month! Additionally, there are multiple volunteer positions available to members looking to get more involved.

Let AGC Make an Introduction

If you would like to volunteer with CGA or know of any contractors who may want to volunteer, please contact John Chambers at john.chambers@agc.org, or have them reach out to him directly.

Please reach out to John Chambers at john.chambers@agc.org if you have any questions.