

**GROUP OF GOVERNMENTAL EXPERTS OF
THE STATES PARTIES TO THE CONVENTION
ON PROHIBITIONS OR RESTRICTIONS ON
THE USE OF CERTAIN CONVENTIONAL
WEAPONS WHICH MAY BE DEEMED TO BE
EXCESSIVELY INJURIOUS OR TO
HAVE INDISCRIMINATE EFFECTS**

CCW/GGE/XIII/WG.1/WP.16
6 April 2006

Original: ENGLISH

Thirteenth Session
Geneva, 6-10 March 2006
Item 7 of the Agenda
Explosive Remnants of War

Working Group on Explosive Remnants of War

**RESPONSES TO THE SURVEY ON THE HUMANITARIAN THREAT
POSED BY MUNITIONS AND SUB-MUNITIONS THAT HAVE BECOME
ERW - PRELIMINARY ASSESSMENT BASED ON RESPONSES AND
FINDINGS, DOCUMENT CCW/GGE/XII/WG.1/WP.11,
DATED 12 DECEMBER 2005**

Response by the Republic of Belarus

<u>Types of munitions</u>	<u>Quantity found</u>	<u>Threat for local population</u>	<u>Clearance effort / danger</u>	<u>Comments</u>
Pyrotechnics (smoke, flares)	<input type="checkbox"/> high <input type="checkbox"/> medium √ low	<input type="checkbox"/> high <input type="checkbox"/> medium √ low	<input type="checkbox"/> high <input type="checkbox"/> medium √ low	
Small arms ammunition (<14.5mm)	<input type="checkbox"/> high <input type="checkbox"/> medium √ low	<input type="checkbox"/> high <input type="checkbox"/> medium √ low	<input type="checkbox"/> high <input type="checkbox"/> medium √ low	

Cannon shells (>14.5mm)	<input type="checkbox"/> high √ medium <input type="checkbox"/> low	√ high <input type="checkbox"/> medium <input type="checkbox"/> low	<input type="checkbox"/> high √ medium <input type="checkbox"/> low	
Cluster munitions	<input type="checkbox"/> high <input type="checkbox"/> medium √ low	√ high <input type="checkbox"/> medium <input type="checkbox"/> low	√ high <input type="checkbox"/> medium <input type="checkbox"/> low	
Air launched sub-munitions (single fuze)	<input type="checkbox"/> high <input type="checkbox"/> medium √ low	√ high <input type="checkbox"/> medium <input type="checkbox"/> low	<input type="checkbox"/> high √ medium <input type="checkbox"/> low	
Air launched sub-munitions (multi fuze)	<input type="checkbox"/> high <input type="checkbox"/> medium √ low	√ high <input type="checkbox"/> medium <input type="checkbox"/> low	√ high <input type="checkbox"/> medium <input type="checkbox"/> low	
Ground launched sub- munitions (single fuze)	<input type="checkbox"/> high <input type="checkbox"/> medium √ low	<input type="checkbox"/> high √ medium <input type="checkbox"/> low	<input type="checkbox"/> high √ medium <input type="checkbox"/> low	
Ground launched sub-munitions (multi fuze)	<input type="checkbox"/> high <input type="checkbox"/> medium √ low	√ high <input type="checkbox"/> medium <input type="checkbox"/> low	√ high <input type="checkbox"/> medium <input type="checkbox"/> low	
Hand & projected (rifle) grenades	<input type="checkbox"/> high √ medium <input type="checkbox"/> low	√ high <input type="checkbox"/> medium <input type="checkbox"/> low	√ high <input type="checkbox"/> medium <input type="checkbox"/> low	
Mortar rounds (excl. carrier round)	<input type="checkbox"/> high √ medium <input type="checkbox"/> low	<input type="checkbox"/> high √ medium <input type="checkbox"/> low	<input type="checkbox"/> high √ medium <input type="checkbox"/> low	

Artillery projectiles	<input type="checkbox"/> high √ medium <input type="checkbox"/> low	<input type="checkbox"/> high √ medium <input type="checkbox"/> low	<input type="checkbox"/> high √ medium <input type="checkbox"/> low	
Aircraft unitary bombs	<input type="checkbox"/> high <input type="checkbox"/> medium √ low	<input type="checkbox"/> high √ medium <input type="checkbox"/> low	<input type="checkbox"/> high √ medium <input type="checkbox"/> low	
Guided missiles	<input type="checkbox"/> high <input type="checkbox"/> medium √ low	√ high <input type="checkbox"/> medium <input type="checkbox"/> low	√ high <input type="checkbox"/> medium <input type="checkbox"/> low	
Free flight rockets (ground to ground and air to ground)	<input type="checkbox"/> high <input type="checkbox"/> medium √ low	√ high <input type="checkbox"/> medium <input type="checkbox"/> low	√ high <input type="checkbox"/> medium <input type="checkbox"/> low	
Abandoned stockpiles	<input type="checkbox"/> high <input type="checkbox"/> medium √ low	<input type="checkbox"/> high <input type="checkbox"/> medium √ low	<input type="checkbox"/> high <input type="checkbox"/> medium √ low	
Exploded ammunition depots	<input type="checkbox"/> high <input type="checkbox"/> medium √ low	√ high <input type="checkbox"/> medium <input type="checkbox"/> low	√ high <input type="checkbox"/> medium <input type="checkbox"/> low	
