January 2024

## Housekeeping



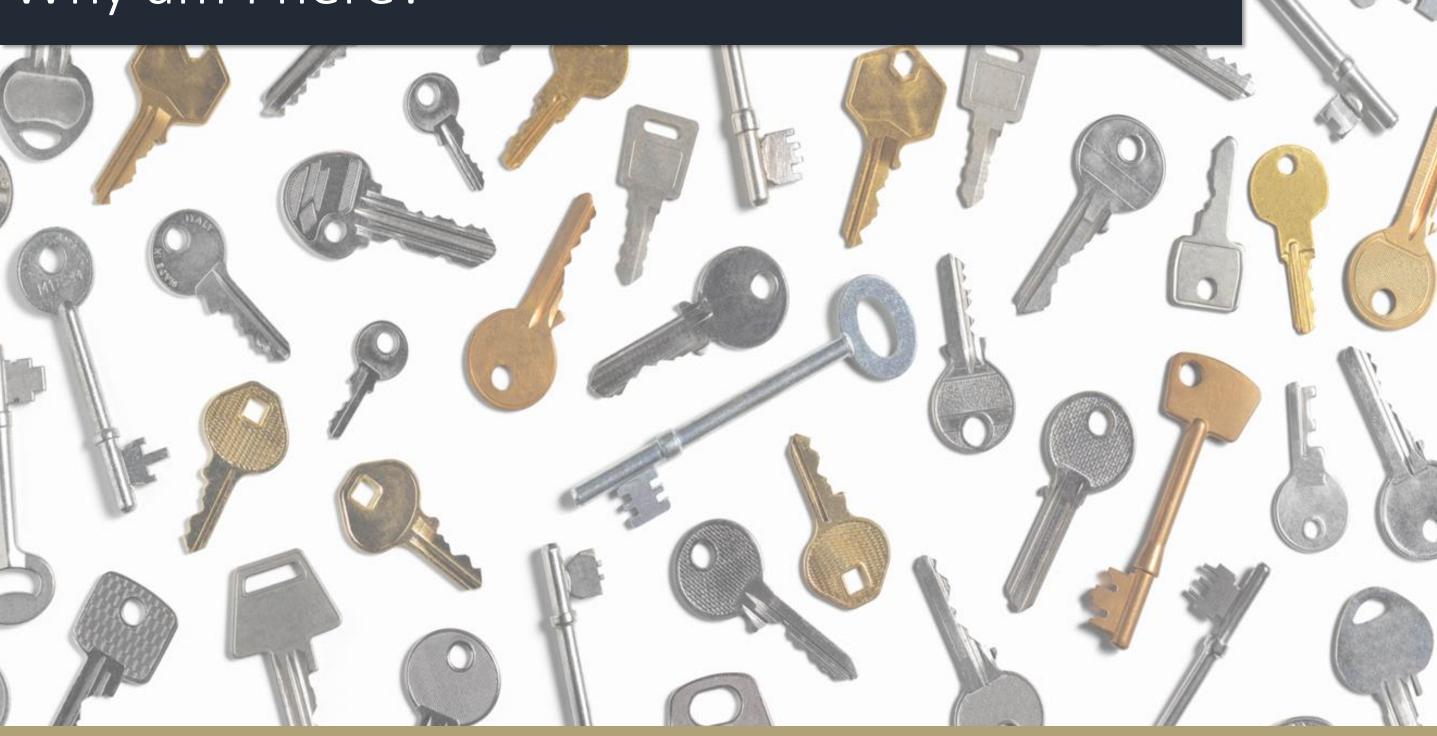
## Muster Point

#### Presenter & Introductions



# Safety begins with me!

## Why am I here?

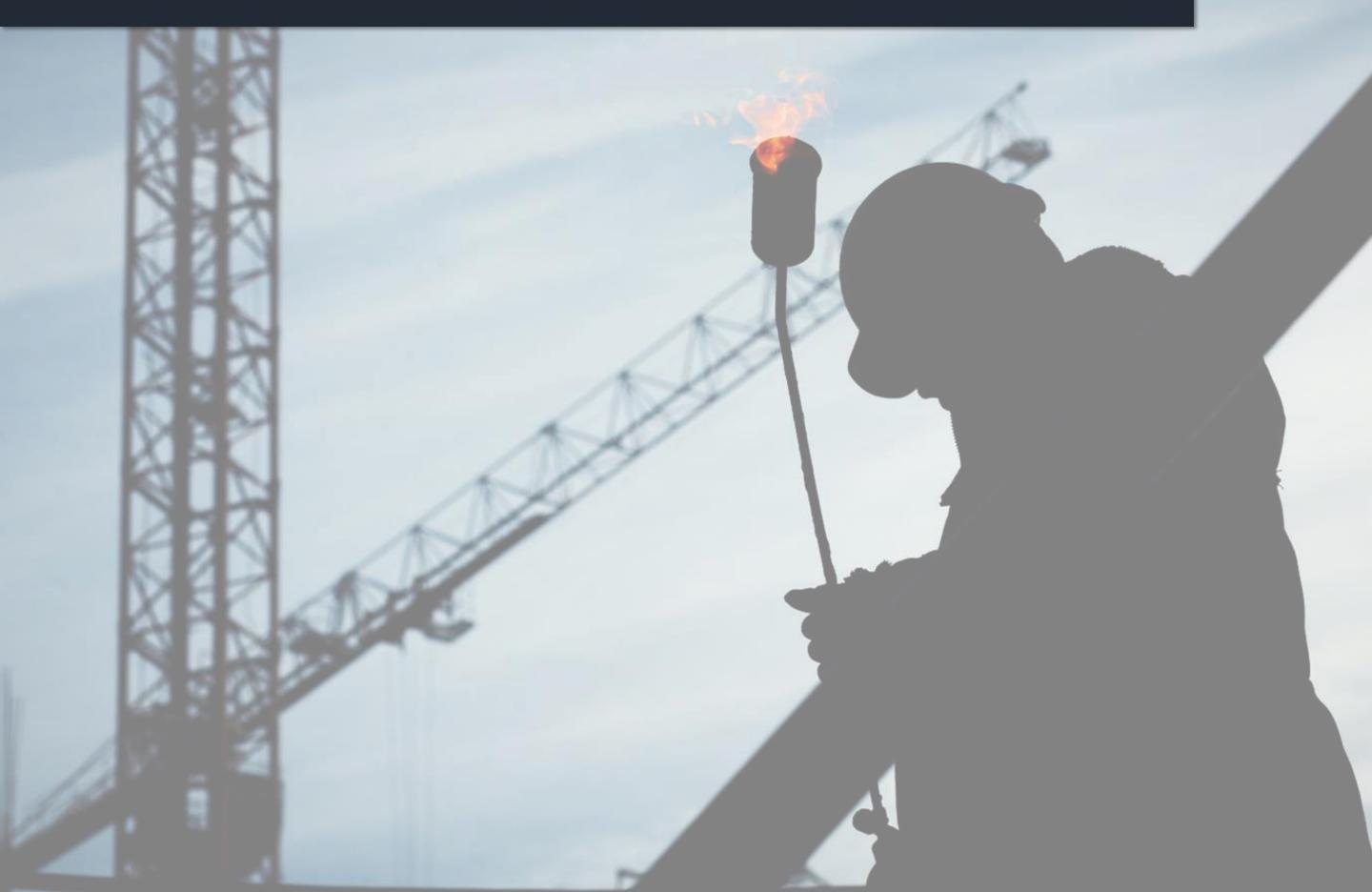


# You are the KEY to SAFETY!



"Working alone" is working anywhere a person is unable to get immediate assistance from colleagues or other people.

## Working Alone vs. Working in Isolation



#### Hazard Assessment

Employers should determine if it is safe for an employee to be working alone.

#### Potentially Hazardous Work Alone Situations

When identifying potential situations that may cause harm to a lone worker, it is important to consider the task at hand and the hazards associated with that task.

## Medically Fit to Work Alone



## Preparing to Work Alone



SETTER STATE

#### Emergency Response

- Emergency procedures should be established, and employees trained in them.
- Information about emergency procedures and danger areas should be given to long workers who visit your premises.
- Lone workers should have access to adequate first-aid facilities and mobile workers should carry a first-aid kit suitable for treating minor injuries.



## Supervision of Lone Workers



# The Buddy System



#### Hazards That Require More Than One Worker

- Permit-required Confined Spaces
- High energy materials (radioactive, high temperature)
- Cryogenic (low temperature) materials/processes
- Toxic gases, liquids or solids
- Flammable liquids
- High pressure or high voltage systems
- Using fall arrest equipment and scaffolding
- Equipment or machinery
- Extreme weather conditions
- Shop Machinery
- Restraining or handling animals capable of causing injury
- Services where cash or goods are handled that may attract criminals
- Certain laboratory work

## Training

Ensure employees are competent to deal with circumstances which are new, unusual or beyond the scope of training, such as when to stop work and seek advice from a supervisor and how to handle potential workplace violence.

## Keeping Lone Workers Safe





#### One Team

# **QUESTIONS?**