

Employees are exposed to electricity in some aspect of their job. This Toolbox Talk will provide general awareness of electrical hazards in the workplace and information on the associated hazards.

Dangers of Electricity

Electrocution:

- A severe shock can cause much more damage to the body than is visible
- A person may suffer internal bleeding and destruction of tissues, nerves and muscles

Arc-Blasts:

- Arc-blasts occur when powerful, high-amperage currents arc through a gap across conductors
- Primary hazards:
 - ◊ thermal radiation
 - o pressure waves
 - o molten droplets of metal

<u>Burns:</u>

- The most common, nonfatal injury is a burn
- Electrical burns can result when a person touches electrical wiring or equipment that is used or maintained improperly



Falls from Elevated Positions:

- Falls are a secondary hazard of electricity
- Shock from small electrical currents can trigger a fall, resulting in: bruises, broken bones, or even death

Recognizing Hazards

Exposed electrical parts hazards: Hazards exist when wire or other electrical parts are exposed. Wire and parts can be exposed if a cover is removed from a wiring or breaker box.

Overload Hazards: This is most often associated with daisy chaining electrical power strips or plugging in a tool or piece of equipment into an outlet or extension cord that is not rated to handle the current the tool will draw.

Improper Grounding Hazards: When an electrical system is not grounded properly, a hazard exists because unwanted voltage cannot be safely eliminated.

Defective Insulation Hazards: Insulation that is defective or inadequate is an electrical hazard. Usually, a plastic or rubber covering insulates wires. Electrical tape is not a sufficient repair for frayed or cut electrical cords as it may allow for water intrusion.

<u>Wet Conditions</u>: Working in wet conditions makes your body an easy path for an electrical current. Wet clothing, high humidity, and sweating also increase your chances of being electrocuted.







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WORKPLACE VIOLENCE

•If you are a victim of or involved in a violation such as assault, robbery, etc., notify the area supervisor immediately

• If you witness a criminal act or notice suspicious activity, notify Area Supervisor and Safety Champion



GAS LEAK

If you smell natural gas near your area, cease operations immediately
Do not turn OFF/ON lights or electrical equipment
Notify the Area Supervisor and Safety Champion from designated meeting location and

provide specific details



POWER OUTAGE

• In the event of a power outage, turn off all electric power equipment and remain at your workstation

• If the power stays off, Area Supervisor or Safety Champion will direct you to seek shelter as appropriate

Before an Evacuation/Relocation Occurs

- Know the Safety Champion, Certified First Responders and, Area Supervisors and their office numbers.
- Know the Building Evacuation Plan (posted throughout the buildings) and the emergency reporting areas.
- Learn the location of primary and alternative exit routes from all work areas.
- Count the doors or desks between your work area and the nearest exit (During a fire, you may have to find your way out crawling on the floor, feeling your way through the dark).
- Post the Fire Department's emergency number on or near your phone(s).
- Be sure that the Safety Champion/Supervisors know about any disability that could delay an escape to make plans for a safe evacuation.

What To Do

- Follow the instructions of the Safety Champion/Area Supervisor.
- Remain calm and in a single-file line while evacuating/relocating in an orderly manner.
- Stay calm, quiet, and alert.
- Stay to the right side of hallways and stair wells.
- Remain alert for the Fire Department entering your area.
- Proceed to the northwest corner of the parking lot upon exiting the building and keep all exits clear.
- If you need special assistance, contact a Certified First Responder or a Supervisor.

What Not To Do

- Return to your work area for any reason until the situation is cleared by the responding agency or Safety Champion.
- Run or panic.
- Leave the scene of the building (Report to the Rally Point).