

Would You Want Your Workers Walking on These Floors?



What's wrong with this picture?



- Puddles on the floors.
- Equipment blocking walkways.
- A dust broom poking out.

If you're a fan of slip, trip and fall hazards, this workplace is nirvana; if you're a safety manager, it's a nightmare.

The Moral: The OSHA housekeeping rules (contained in the Walking-Working Surfaces General Requirements (Sec. 1910.22(a)) require you to keep passage and walkways clean, dry, orderly and sanitary. The workplace in this photo is none

of the above.

What's at Stake: 3 Reasons to Pay Attention

Same level falls (contrary to from a higher to lower surface):

1. Are the leading cause of injuries causing workers to miss work;
2. Kill about 600 American workers each year; and
3. Are almost always preventable by careful housekeeping.

10 Leading Causes of Falls

Leading causes of workplace slip, trip and fall surfaces include:

1. Wet or oily floors (like the one in the above)



2. Floor surfaces in disrepair



3. Loose rugs or mats



4. Weather hazards like ice, snow and rain



5. Protruding nails, splinters and holes in the floor



6. Wires and cords strung along the floor



7. Untied shoe laces or failure to wear the right footwear



8. Objects and obstructions in the walkway



9. Poor lighting in aisles and walkways



10. Failure to provide workers proper fall safety training



8 Trips and Falls Prevention Do's and Don'ts

There are 8 things to do/not do to avoid slips, trips and falls at work

DO make sure you use non-slip footwear when working on slippery surfaces

DON'T leave objects in aisles and walkways that people may trip over

DO tell your supervisor immediately if you spot any puddles, slicks, spills or other trip hazards

DON'T horse around or run in walkways

DO inspect aisles and walkways for trip hazards before each shift

DON'T string extension and other cords across aisles and walkways

DO watch where you're walking at all times

DON'T ignore hazard signs like CAUTION: TRIP HAZARD or SLIPPERY WHEN WET