PROCESSING WAREHOUSE

OVEREXERTION / BODILY REACTION

Lift Heavy Object
Risk of Muscle Strain

No Intervention**

One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 1 Month

Employee Controls only**

One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls

no impact

*****If you have both experienced and inexperienced employees - roll dice to decide who was injured:***
even number = experienced
odd number = inexperienced

PROCESSING WAREHOUSE

OVEREXERTION / BODILY REACTION

Lift Heavy Object
Risk of Muscle Strain

No Intervention**

One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 2 Months

Employee Controls only**

One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls

no impact

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odd number = inexperienced

PROCESSING WAREHOUSE

OVEREXERTION / BODILY REACTION

Lift Heavy Object
Risk of Muscle Strain

No Intervention**

One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 2 Months

Employee Controls only**

One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls

no impact

*****If you have both experienced and inexperienced employees - roll dice to decide who was injured:***
even number = experienced
odd number = inexperienced

PROCESSING WAREHOUSE

OVEREXERTION / BODILY REACTION

Retrieve Object from Back of Storage Rack
Risk of Lower Back Strain

No Intervention**

One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 2 Months

Employee Controls only**

One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls

no impact

*****If you have both experienced and inexperienced employees - roll dice to decide who was injured:***
even number = experienced
odd number = inexperienced

PROCESSING WAREHOUSE

OVEREXERTION / BODILY REACTION

Retrieve Object from Back of Storage Rack
Risk of Lower Back Strain

No Intervention**

One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 2 Months

Employee Controls only**

One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls

no impact

*****If you have both experienced and inexperienced employees - roll dice to decide who was injured:***
even number = experienced
odd number = inexperienced

PROCESSING WAREHOUSE

OVEREXERTION / BODILY REACTION

Move Office Furniture
Risk of Neck Strain from Pushing

No Intervention**

One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 2 Months

Employee Controls only**

One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls

no impact

*****If you have both experienced and inexperienced employees - roll dice to decide who was injured:***
even number = experienced
odd number = inexperienced

PROCESSING WAREHOUSE

OVEREXERTION / BODILY REACTION

Move Heavy Boxes of Paper
Risk of Back Strain

No Intervention**

One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 2 Months

Employee Controls only**

One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls

no impact

*****If you have both experienced and inexperienced employees - roll dice to decide who was injured:***
even number = experienced
odd number = inexperienced

PROCESSING WAREHOUSE

HEALTH

Water Quality
Risk of Illness or Disease

No Intervention**

One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 1 Month

Employee Controls only**

One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls

no impact

*****If you have both experienced and inexperienced employees - roll dice to decide who was injured:***
even number = experienced
odd number = inexperienced

PROCESSING WAREHOUSE

HEALTH

Housekeeping
Risk Spread of Germs Causing Illness

No Intervention**

One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 2 Months

Employee Controls only**

One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls

no impact

*****If you have both experienced and inexperienced employees - roll dice to decide who was injured:***
even number = experienced
odd number = inexperienced

PROCESSING WAREHOUSE

HEALTH

Housekeeping
Risk Spread of Germs Causing Illness

No Intervention**

One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 2 Months

Employee Controls only**

One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls

no impact

**If you have both experienced and inexperienced employees - roll dice to decide who was injured:
even number = experienced
odd number = inexperienced

PROCESSING WAREHOUSE

HEALTH

Housekeeping
Risk Spread of Germs Causing Illness

No Intervention**

One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 2 Months

Employee Controls only**

One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls

no impact

**If you have both experienced and inexperienced employees - roll dice to decide who was injured:
even number = experienced
odd number = inexperienced

PROCESSING WAREHOUSE

HEALTH

Air Quality
Risk of Respiratory Illness

No Intervention**

One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 1 Month

Employee Controls only**

One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls

no impact

**If you have both experienced and inexperienced employees - roll dice to decide who was injured:
even number = experienced
odd number = inexperienced

PROCESSING WAREHOUSE

FALL TO LOWER OR SAME LEVEL

Electrical Cords in Hallway
Risk of Tripping

No Intervention**

One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 2 Months

Employee Controls only**

One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls

no impact

**If you have both experienced and inexperienced employees - roll dice to decide who was injured:
even number = experienced
odd number = inexperienced

PROCESSING WAREHOUSE

FALL TO LOWER OR SAME LEVEL

Stairs are Slippery
Risk of Falling

No Intervention**

One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 2 Months

Employee Controls only**

One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls

no impact

**If you have both experienced and inexperienced employees - roll dice to decide who was injured:
even number = experienced
odd number = inexperienced

PROCESSING WAREHOUSE

FALL TO LOWER OR SAME LEVEL

Open Cabinets
Risk of Tripping

No Intervention**

One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 2 Months

Employee Controls only**

One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls

no impact

**If you have both experienced and inexperienced employees - roll dice to decide who was injured:
even number = experienced
odd number = inexperienced

PROCESSING WAREHOUSE

FALL TO LOWER OR SAME LEVEL

Boxes Obstructing Hallway
Risk of Tripping

No Intervention**

One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 2 Months

Employee Controls only**

One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls

no impact

**If you have both experienced and inexperienced employees - roll dice to decide who was injured:
even number = experienced
odd number = inexperienced

PROCESSING WAREHOUSE

FALL TO LOWER OR SAME LEVEL

Guard Rails on Balcony
Risk of Falling

No Intervention**

One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 2 Months

Employee Controls only**

One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls

no impact

**If you have both experienced and inexperienced employees - roll dice to decide who was injured:
even number = experienced
odd number = inexperienced

PROCESSING WAREHOUSE

REPETITIVE MOTION

Computer Use
Risk of Carpel Tunnel

No Intervention**

One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 2 Months

Employee Controls only**

One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls

no impact

**If you have both experienced and inexperienced employees - roll dice to decide who was injured:
even number = experienced
odd number = inexperienced

PROCESSING WAREHOUSE

REPETITIVE MOTION

**Computer Use
Risk of Carpel Tunnel**

No Intervention**
One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 2 Months

Employee Controls only**
One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls
no impact

**If you have both experienced and inexperienced employees - roll dice to decide who was injured:
**even number = experienced
odd number = inexperienced**

PROCESSING WAREHOUSE

REPETITIVE MOTION

**Computer Use
Risk of Carpel Tunnel**

No Intervention**
One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 2 Months

Employee Controls only**
One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls
no impact

**If you have both experienced and inexperienced employees - roll dice to decide who was injured:
**even number = experienced
odd number = inexperienced**

PROCESSING WAREHOUSE

REPETITIVE MOTION

**Filing
Risk of Tendonitis**

No Intervention**
One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 1 Month

Employee Controls only**
One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls
no impact

**If you have both experienced and inexperienced employees - roll dice to decide who was injured:
**even number = experienced
odd number = inexperienced**

PROCESSING WAREHOUSE

REPETITIVE MOTION

**Poor Office Layout
Risk of Muscle Strain**

No Intervention**
One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 1 Month

Employee Controls only**
One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls
no impact

**If you have both experienced and inexperienced employees - roll dice to decide who was injured:
**even number = experienced
odd number = inexperienced**

PROCESSING WAREHOUSE

REPETITIVE MOTION

**Poor Office Layout
Risk of Muscle Strain**

No Intervention**
One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 1 Month

Employee Controls only**
One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls
no impact

**If you have both experienced and inexperienced employees - roll dice to decide who was injured:
**even number = experienced
odd number = inexperienced**

PROCESSING WAREHOUSE

REPETITIVE MOTION

**Substandard Office Equipment
Risk of Muscle Strain**

No Intervention**
One employee was impacted
- Experienced: Out 1 Month
- Inexperienced: Out 1 Month

Employee Controls only**
One employee was impacted
- Experienced: No incident occurred
- Inexperienced: Out 1 Month

Workplace Controls
no impact

**If you have both experienced and inexperienced employees - roll dice to decide who was injured:
**even number = experienced
odd number = inexperienced**