

SAFEGUARDING

EFFECTIVE MACHINE GUARDS

- 1** PREVENT CONTACT
- 2** ARE SECURELY INSTALLED
- 3** PREVENT PROJECTILES
- 4** CREATE NO NEW HAZARDS
- 5** CREATE NO INTERFERENCE



BC Forest Safety

Safety is good business



SAFEGUARDING

EFFECTIVE MACHINE GUARDS

SAFEGUARDING: EFFECTIVE MACHINE GUARDS

Unguarded moving machine parts are responsible for many injuries in the workplace.

Machine guards control hazards by putting a physical barrier between you and the hazard. Guards should be installed as a physical barrier at:

- Point of operation
- Where the material is being, cut, shaped, formed, etc.
- Power transmission components including flywheels, pulleys, belts, couplings, chains, etc.
- Any other parts of equipment that move or rotate, etc.

REMEMBER THESE BASIC PRINCIPLES FOR EFFECTIVE MACHINE GUARDING

PREVENT CONTACT

- The guard must prevent hands, arms or any other body part from making contact with dangerous moving parts
- A good guarding system eliminates the possibility of the operator or anyone else, placing parts of their bodies near hazardous moving parts

ARE SECURELY INSTALLED

- Guards must be firmly secured to the machinery/equipment
- Good guarding should not be easily moved or tampered with. A guard that can be pushed out of the way easily is really no guard at all!

PREVENT PROJECTILES

- Guards should prevent any foreign object from falling into moving parts of the machine and becoming a projectile hazard that could hit you or someone else.

CREATE NO NEW HAZARDS

- A guard will defeat its purpose if it creates a new hazard like sharp or jagged edges that could cause a cut
- Guards should not obstruct your view or create pinch points themselves

CREATE NO INTERFERENCE

- Any guard that prevents anyone from doing their job effectively and comfortably might end up getting bypassed or disregarded
- Proper guarding can actually improve efficiency because it allows workers to work without fear of getting injured

REMEMBER
ALWAYS FOLLOW LOCK-OUT PROCEDURES WHEN PERFORMING EQUIPMENT MAINTENANCE

