

SAFETY TOPICS

TOOLBOXTOPICS.COM

CAUTION CAUTION CAUTION CAUTION CAUTION

Location _____ Trainer _____ Date _____

EYE PROTECTION - CONSTRUCTION

If everyone used appropriate eye protection whenever required, this meeting on eye safety would not be necessary. Unfortunately, that's not the case. Emergency rooms treat approximately one million eye injury victims annually, and the really sad news is that 90% of these injuries could have been prevented!

Keep in mind that your eyes are such delicate and fragile organs that even a minor would can result in serious injury, with damage that's often irreversible. As a construction worker, your exposure to eye injury is much greater than it is for those in most other occupations, largely due to the variety of jobsite locations, and the rapid change in job conditions under which you work.

Construction eye injuries are commonly caused by airborne particles and projectiles launched by equipment, tools, compressed air, wind gusts, etc. But that's not all. Other serious eye injuries result from chemical and hot metal splash, and radiation injuries from burning, welding and laser equipment.

If you have been listening, you now know that your eyes are fragile, that eye injuries are common and serious, and that most eye injuries are avoidable! In fact, because eye injuries are so preventable, government agencies, insurance companies, employers, tool and equipment manufacturers, as well as many plants and factories, all require that eye protection be used whenever any potential for eye injury exists. They all know that protection works -- and so should you. Don't wait for someone to tell you to wear eye protection, wear it because it's the smart thing to do. Look around and appreciate your sight -- the inconvenience of wearing eye protection is a small price to pay to keep it.

SUNGLASSES MAY MAKE YOU LOOK LIKE A HOLLYWOOD STAR, BUT UNLESS THEY MEET ALL SAFETY REQUIREMENTS, THEY ARE NOT A SUBSTITUTE FOR APPROVED SAFETY GLASSES. ONLY WEAR **APPROVED** SAFETY SUNGLASSES!