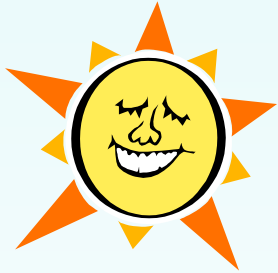




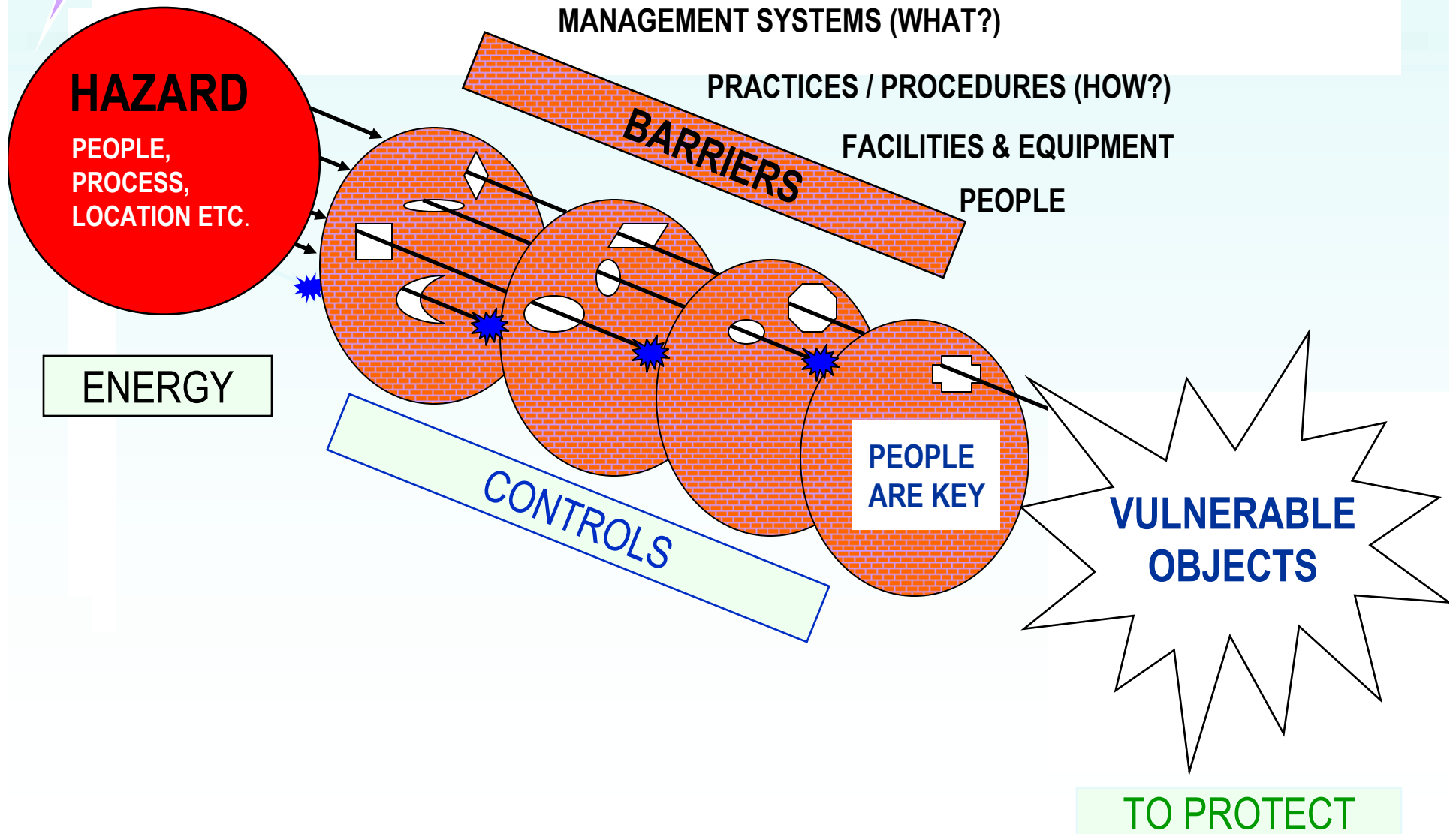
Safety Excellence By and For People

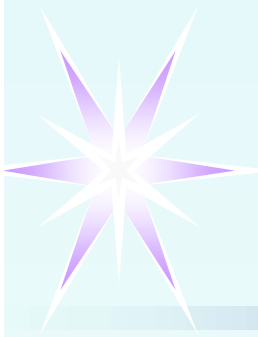


Nobody Gets Hurt
with People Based Safety

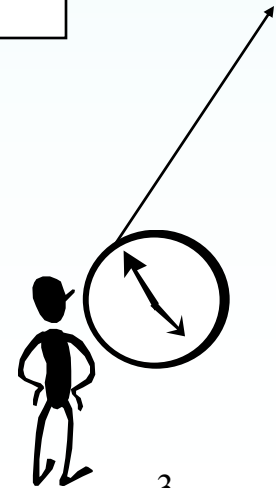
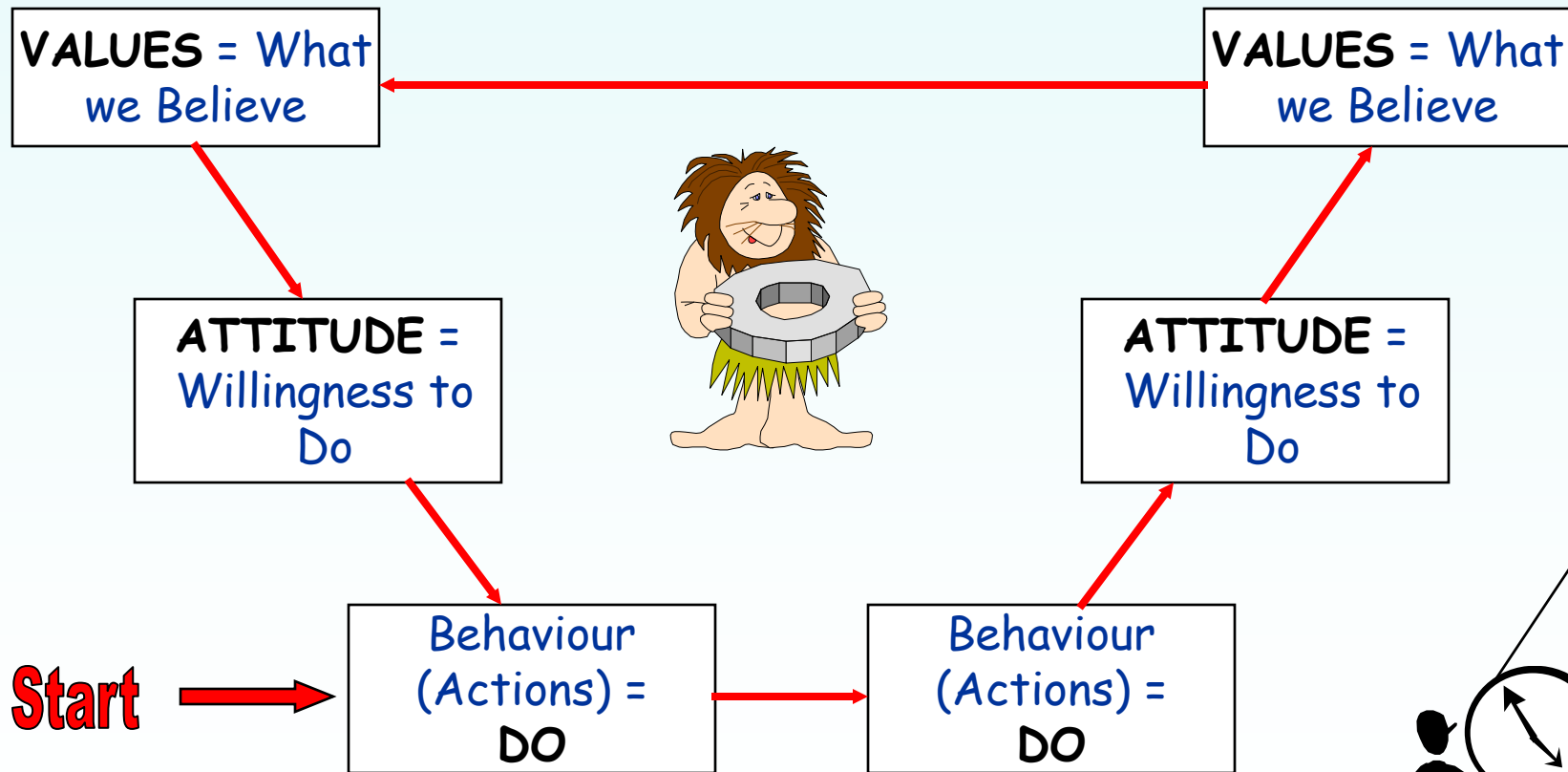


People are **key**, reason for our focus !





★ Yes, nice But Why ?



Important? Behaviour Strategies

I
Create Positive
Consequences
for Desired Behaviour
(make it rewarding)

II
Remove Negative
Consequences for
Desired Behaviour
(make it easier)

III
Influence Perception on
Consequences
(make it clear)


IV
Create Negative
Consequences for
Undesired Behaviour



To be used always, so
also during observations !



Practical Examples



I
Create Positive
Consequences
for Desired Behaviour
(make it rewarding)

Task Design:

Task design put people in the centre
Job requirements Vs people's capabilities
Appropriate Work schedules / Workload




Personal Factors:

Avoid Stress / Fatigue
Prevent Boredom
Motivate people, recognizing skills
and contributions



Practical Examples



II
**Remove Negative
Consequences for
Desired Behaviour**
(make it easier)

Equipment Design:

**Controls (valves, hand wheels,
Control Systems, Hand Tools**

Work Environment:

Noise, Lighting, Vibration

Physical Activities:

Force, Repetition, Posture

Workplace Design:

Facility layout, Accessibility

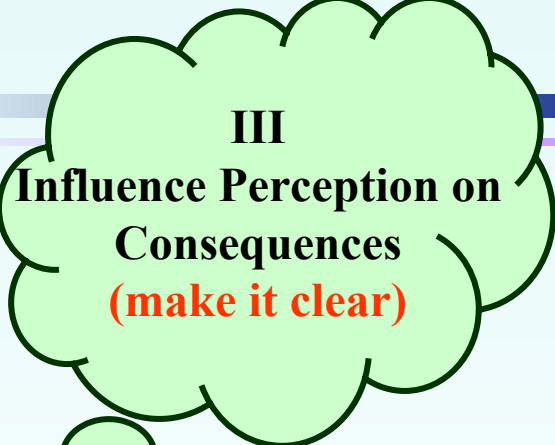
Personal Factors:

**Anticipate on Age / Culture /
Fitness / Body size / Strength**





Practical Examples



III
Influence Perception on
Consequences
(make it clear)

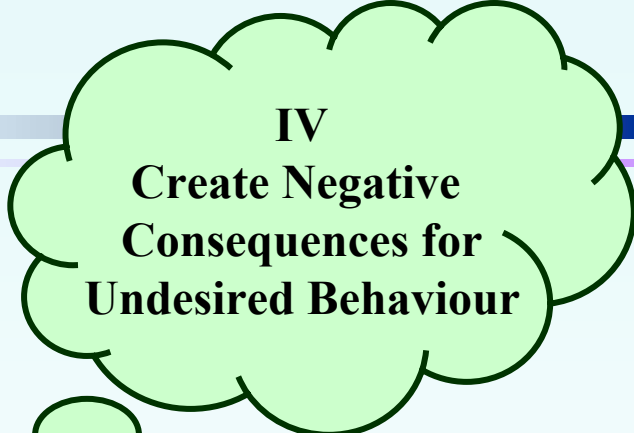


Information Transfer:

Labels / Signs
Explaining Hazards / Potential
Consequences
Instructions / Procedures
Communications
Training
Decision making



Practical Examples



IV
Create Negative
Consequences for
Undesired Behaviour

Equipment Design:

Directing / Forcing
safe behaviours

Workplace Design:

Physical barriers

Information Transfer:

Instructions, clearly
communicating
expectations

Personal Factors:

Counseling and
stewarding
performance

Discipline not to be used
in observation process !



✧ Safety Excellence, a Journey !

I
Make it Positive,
Interesting, Motivating

II
Make it Easier

III
Ensure that People
understand
WHAT is expected
and **WHY**

IV
Be Aware of the
Fine Line / Short-Term
Fix

