
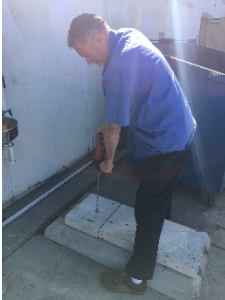


Job Hazard Analysis Form



Task Rotary hammer – Hilti TE 4-A22	
Completed by Sherry Liu and Frank Chavoya	
Required PPE Anti-vibration gloves, safety glasses/goggles, dust mask, hearing protection, steel-toed footwear	
Date June 2018	Notes

Step	Picture	Step Description	Hazards	Controls
1		Perform pre-use inspection and check	<ul style="list-style-type: none"> Bodily Injury 	<ul style="list-style-type: none"> Complete hands-on rotary hammer training prior to use Perform pre-use inspection according to the manual Be sure that hammer is unplugged Ensure tool is in the “off” position before plugging in Clean the tool’s air vents by compressed air Red tag any equipment which does not pass inspection
2		Preform hazard assessment of work area	<ul style="list-style-type: none"> Hazardous dust Foreign objects 	<ul style="list-style-type: none"> Evaluate materials to be worked on prior to cutting work. Some dust created by drilling can pose health hazards
3		Prepare work area, whether indoors or outdoors	<ul style="list-style-type: none"> Injuries to user, co-workers, or bystanders 	<ul style="list-style-type: none"> A caution area: delineators with caution tape

Step	Picture	Step Description	Hazards	Controls
				<ul style="list-style-type: none"> • Keep the work area as smaller as possible
4		Performing drilling, hammer drilling or scaling	<ul style="list-style-type: none"> • Debris/sparks • Burn from cut materials • Ergonomics/Awkward postures • Inhalation of Dust/Harmful Chemicals • Eye Injury • Noise hazards • Vibrations 	<ul style="list-style-type: none"> • Anti-vibration gloves, safety glasses/goggles, dust mask, and hearing protection • Keep proper footing and balance all times • Keep your hair, clothing and gloves away from moving parts • Work in a well-ventilated area • Keep hands away from all moving parts • Comply with Table 1: Respirable Crystalline Silica
5		After operation	<ul style="list-style-type: none"> • Bodily Injury 	<ul style="list-style-type: none"> • Let the bit cool down after use