Fox Enterprises

Job Safety Analysis

Fox Enterprises team members are expected to stay safe at all times and to care for the safety of themselves and those around them. The following tasks are organized with relevant precautions and controls to ensure safety when carrying them out. If for some reason, an injury does occur, the JSA will be updated, and the Injury Action Table can be used to react to the situation. Team member Ian Palk is also CPR and Wilderness First Aid certified should any help be required in the event of injury.

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<u>Task</u>	Hazards Posed due to Incorrect Handling	Precautions and Controls
1. Using Power Tools	1. Physical hazard, chemical hazard	 General: Wear protective glasses and work under the supervision of a mentor. Keep hands clear of the tool's end. Make sure those around the person operating a power tool know that the tool is being used. In the event of an emergency warning or alert, yell "Stop". In the event of injury, yell "Help" or "Ow" and make sure that you or someone nearby has properly turned off the power tools and placed them in a safe place.
1a. Using soldering iron or heat gun	1a. May result in minor to severe burns and fires. Solder smoke or smoke from burned plastic may cause irritation, breathing problems, or sickness.	 Work in a well-ventilated area (preferably outside). Wear an air mask. Do not work near flammable materials. Be sure to use a solder-hand or another person to hold what is being worked on. When not using tool, place tool in its stand, or if it has no stand, place it on a clear non-flammable surface. Do not aim heat gun at yourself or others. Do not hold heat gun on objects excessively, and turn off heat gun immediately if the

1b. Electric Motors (i.e. electric drills, saws, etc.)	1b. May result in cuts, bruises, etc. Moving parts and blades pose potential hazards.	object begins smoking. - Allow the tool to cool before storing in a safe space. 1b. - Clear waste after use. - Use tools appropriate to their needs (metal saw for metal, wood saw for wood). - Be aware of hand placement when holding objects being worked on.
2. ROV Testing + Assembling	2. Physical hazard	2.
2a. Watertight Enclosure	2a. Incomplete waterproofing may result in electrical shorts or electric shocks in water or on land when testing	 Use a leak sensor in the enclosure to ensure electrical shut-down in the event of a leak. Grease and re-grease endcaps of the enclosure each time it is sealed. All electrical connections within the enclosure must be encased in heat shrink or some other form of covering. Cover all electrical connections and exposed wires.
2b. Wiring	2b. Incorrect wiring may result in electric shocks or electrical shorts. Too much power supply or exposed wiring will also result in electrical shocks.	 2b. Make sure an appropriate fuse is attached to the main positive power of the ROV to prevent surges. Replace fuse immediately if it blows. Cover any exposed wiring. Plan out wiring before connecting it. Double-check that wiring is correct and follows SID and any circuit diagrams that have been planned out before connecting to power.
2c. Testing + Assembling Electronics	2c. Physical injury to team members working on the robot may occur if electronics are tested or assembled hastily and carelessly. An	 2c. Turn off ROV and never connect to power when working on the ROV electronics. Make sure electronics run in well-ventilated areas to prevent overheating, which can result in a minor burn if the electronic is

	electric shock or minor burns may occur due to carelessness.	touched.
3. ROV Handling 3a. Sharp Edges 3b. Transporting ROV	3a. Sharp edges may cause cuts and scratches when working on the ROV if not properly concealed. 3b. Incorrect handling of ROV may cause dropping it, falling, etc.	 3a. File down edges of metal, PVC, acrylic, etc Tape down any loose parts. Cover any points on the robot. 3b. When carrying ROV, make sure multiple people help carry the weight. Do not carry the ROV if you are incapable of
		doing so easily. - Do not carry ROV for long periods of time or with unwieldy hand-placement. - Use ROV stand to place it down.
4. 3D Printing 4a. Cleaning extruder	4a. The 3D printer's extruder heats up to high temperatures, and may cause burns.	 4a. Make sure 3D printer is off. Make sure 3D printer has cooled off since last use by checking the temperature of the extruder on the display. Only touch extruder if it is cool and the printer is off.
4b. Removing prints from heat bed	4b. The heat bed heats up to high temperatures, and may cause burns.	 4b. Make sure 3D printer is off. Make sure 3D printer has cooled off since last use by checking the temperature of the heat bed on the display. Remove magnetic plate of heat bed. Lightly bend plate back and forth until print pops off.

In the case of injury, refer to the following Injury Action Table:

- 3 	Immediate Action
*In all cases, consult a professional if necessary	*Minor injuries may be treated with
	laboratory medical kit

	*After an injury occurs, update the JSA to better protect against future injury
Burn:	 Cool the burn with lightly running water and cold compresses Protect the burned skin Apply the burn gel found in the medical kit to the affected area(s)
Smoke inhalation:	Find fresh airSit downDrink water
Eye irritation from smoke:	Move away from smoke sourceUse emergency eyewash
Cut:	 Apply pressure to wound to stop bleeding Clean the affected area with alcohol Bandage if necessary
Material piercing skin: (eg. metal stuck in flesh)	 If the injury is minor, like a splinter, use tweezers to remove the splinter In the case of any large pieces of shrapnel caught in skin or flesh, DO NOT pull the material out, but consult a hospital. Wrap bandages around the object and otherwise prevent it from moving. Pulling the object out may result in more injury if done without professional help.
Electric shock:	- Most electric shock should be minor, due to supplies used, and will cause no lasting damage, consult a professional otherwise
Other:	 Consult a professional or use the medical kit. Update the JSA to include this new injury