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|  | **Job Hazard Analysis (JHA)** | **Safe Job Procedure** |
| **Identified Task:** | **Priority Ranking:****Severity:** 1. Imminent Danger 2. Serious 3. Minor 4. Not Applicable**Probability:** A. Probable B. Reasonably Probable C. Remote D. Extremely Remote  | **Severity (S) + Probability (P) = Priority Ranking (PR)**For example,Working at a height of 4 meters without fall protection.S (**1**) +P (**A**) =PR (**1A**) |
| 3 point mount/dismount |
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| **Tools/Equipment Required:** | **Material Required:** | Date: January 9th 2015Page:\_\_1\_\_\_ of \_\_\_2\_\_  |
| **Track Hoe,**  | **Hoe operator** |
|  |  |
| **Steps** | **Sequence of Steps** | **Potential Incidents or Hazards** | **Priority** | **Controls in Place****Identify Controls or Combination of Controls That Are in Place** | **Instructions:** The Job Hazard Analysis must be completed prior to the development of the Safe Job Procedure. |
|  |  |  |  | **Engineer** | **Administration** | **PPE** |  |
| 1 | Make sure when parking machine that the door is directly about the tracks | Slips and tripsPinch points | 3c |  | **SWP/SJP** |  | If door in not directly square to the tracks operator will have to reach awkwardly while entering and exiting cab. |
| 2 | Before attempting to gain entry into the machine clear all mud and snow off track where you are going to step | Slips and trips | 2c |  | **SWP** |  | Make sure that all mud and snow are cleared so you have solid footing as you climb into machine. |
| 3 | Open the door completely and then grab the hand rail with both hands and step to tracks and then into the cab. | Pulled musclesSlips and trips | 2b |  | **SWP/SJP** |  | Never enter cab while carrying anything. Always set object on the seat prior to climbing up. Always with no exception use both hands to stabilize yourself while climbing into machine.  |
| 4 | Use the reverse process when leaving the machine. Again make sure to park with door right angles to tracks. | Slips and tripsPulled muscles | 2b |  | **SWP** |  | Use the same process as entering if you are taking something out of the cab. Set the object on the seat and then use 3 point contact to get down to ground. Then reach up and get the object you are taking with you. |
| **Developed by: Blake Cowan** | **Reviewed by: Dylan Gardner** |
| **Revised by:**  | **Approved by: Dylan Gardner** |
| **Comments:** |
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