

~Exterior Paths of Travel~

Minimize Liability Exposure & Employee Injury Through Self-Inspection

Look Up!

- Is the area adequately lighted from parking area to doorway?
- Is the travel path free of seasonal overhead hazards such as falling ice and snow?
- Are chimneys, roofing materials, gutters, windows, trim, etc. in good condition?
- Is the travel path clear of dead limbs or overhead branches?
- Are entrances to the building covered to reduce the amount of water that enters the building with employees?
- Is parking limited to areas where “off loading” snow from a roof won’t damage a vehicle?



Look Down!

- Is the travel path free of potholes, washouts, broken edges, etc.?
- Is there uneven pavement, cracks, raised edges (greater than ½ inch high) that create a trip hazard?
- Do stairways and ramps have securely fastened handrails?
- Is the travel path clear of debris such as sand, gravel, wood chips, and mulch?
- Is snow removed and sand or salt applied before employees come to work and offices open and then frequently thereafter?
- Have areas that drain poorly, retain snow or are habitually slippery been identified and permanent changes made to eliminate (engineer out) the hazard?



Look Inward!

- Are employees trained to identify slip, trip, fall hazards and take action or notify management?
- Are signs posted, areas restricted, etc. to protect employees and the public from known hazards?
- Are employees encouraged or required to wear appropriate footwear for the conditions?
- Are administrative controls in place to prevent employee and public slip, trip & fall injuries through training, awareness, inspection and sound engineering and maintenance practices?



Look Elsewhere!

- Review our “Preventing Slips, Trips & Falls” Safety Short on the MMA website at <http://www.memun.org/RMS/LC/safetysHORTS/slips.pdf>
- Contact the Risk Management Services, Loss Control Department at (800)590-5583 or speak directly with your assigned Loss Control Consultant for additional information or assistance.

