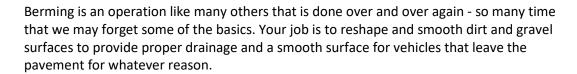


Berm (Shoulder) Safety Maintenance

Berm (Shoulder) maintenance has three particular safety hazards including moving traffic around the operation, moving equipment inside the work area, and lots of dust.

WHAT CAN BE DONE





Material that is used to restore the berm is usually loaded from stockpiles in a yard. Once the truck is in position for loading, drivers should remain in the cab until the loading operation is completed.

When you first arrive at the worksite, review your traffic control plans to make sure drivers can move around the operation without becoming confused.

Berming equipment operators need to exercise caution and stay alert at all times by watching out for workers on the ground and the movement of traffic.

Dust should be managed for visibility and health (silica) concerns. Wait until everything clears and use a spotter if necessary to avoid hazards such as powerlines and limbs. Use and understand simple signals between the spotter and operator.

Be aware and alert of overhead clearances, especially if there are power lines, bridges, or trees along the route.

Everyone needs to work together to make berm maintenance a smooth operation.

Take the time to care about safety!



Safety Talks are published by NDLTAP in cooperation with the National Local Technical Assistance Association and participating partner organizations.





NDSU does not discriminate in its programs and activities on the basis of age, color, gender expression/identity, genetic information, marital status, national origin, participation in lawful off-campus activity, physical or mental disability, pregnancy, public assistance status, race, religion, sex, sexual orientation, spousal relationship to current employee, or veteran status, as applicable. Direct inquiries to: Vice Provost, Title IX/ADA Coordinator, Old Main 201, 701-231-7708, ndsu.eoaa@ndsu.edu



Safety Talk Sign-in Sheet Topic: Berm (Shoulder) Safety Maintenance – Take the Time to Care about Safety!

gency:		
rew:		
upervisor/Talk Leader:		
ate:		
int Name	Signature	
rint Name	Signature	