



Toolbox Talks

Struck-by Hazards



OSHA defines a struck-by hazard as forcible contact or impact between a person and an object or piece of equipment.

Construction work creates a lot of potential for flying objects, airborne debris, or stray particles from work such as drilling, grinding, or demolition.

- Ensure proper PPE is always worn and equipment or tools that create flying debris are used with extreme caution.
- Workers that use tools such as sledge or jack hammers to demolish or break material apart must use caution because debris can fly back toward a worker's face and eyes or even impact someone who is nearby or in the work area.

OSHA Standard 1926.303(c)(9) All employees using abrasive wheels shall be protected by eye protection equipment...

Workers should be aware of potential swinging objects. Cranes, derricks, and the swing loads of heavy equipment could pose a struck-by hazard.

- Always watch for hooks, lines, buckets, or other attachments that are swinging freely when not hoisting or moving materials.
- Keep out of the swing radius zone. Workers on a construction site must be authorized to enter the swinging area and must notify the equipment operator before entering the hazard zone.
- Ensure weather conditions are not extremely windy when moving loads as extreme wind increases the risk of swinging hazards.

Multi-level construction projects, telecommunications work, or the use of scaffolding are all common environments that have the potential for falling objects.

- Hard hats should be worn when there is a falling object hazard from above.
- Ensure safety nets, canopies, and/or toeboards are erected to prevent objects from falling from overhead operations to a lower-level work site.

Stacked material may pose potential struck-by hazards, especially if they are not secured properly or have the potential to roll.

OSHA Standard 1926.250(a)(1) All materials stored in tiers shall be stacked, racked, blocked, interlocked, or otherwise secured to prevent sliding, falling or collapse.

