

## **Health and Safety Program**

### **Policy 4005**

**February 7, 2006**

**Revision Date: January 17, 2017**

The Board of Education believes in promoting a safe and healthful workplace. An Occupational Health and Safety Committee shall be established in accordance with Part 3 of the Occupational Health & Safety Regulation, Workers' Compensation Act of BC. The Committee shall be composed of a representative from each of the in-town schools/facilities, a Toad River School representative, and at least one person appointed by the F.N.D.T.A., and at least one person appointed by the BCGEU.

The Health and Safety Committee shall assist in creating a safe and healthful workplace.

It shall be a function of the committee members to select 2 Co-Chairs (one management and one union) to serve annually. Secretarial support will be provided by management.

#### Guidelines

1. The Health and Safety Committee shall ensure that the education requirements for members and regular inspections of the place of employment are carried out as required in the Occupational Health and Safety Regulations, Workers' Compensation Act of British Columbia. The Committee shall also recommend that measures required to attain compliance with the School Act and the Workers' Compensation Act of B.C. and the correction of hazardous conditions are addressed.
2. The Health and Safety Committee shall hold regular meetings for the review of:
  - 2.1 WCB reports
  - 2.2 Threat and Violence reports
  - 2.3 Unsafe or Harmful Condition reports
  - 2.4 Regular investigations, inspections, and remedial actions taken which are kept on file at the Board Office;
  - 2.5 any other matters pertinent to health and safety.
3. Minutes of the Committee Meetings shall be forwarded to all members, the Board, and to all staff.
4. Regular inspections will be made of all workplaces including buildings, structures, grounds, tools, equipment and machinery and work methods and practices, at intervals that will prevent the development of unsafe working conditions.