

APEX RESCUE GROUP FALL HAZARD ASSESSMENT

Area Designation:

Location:

Category:

- ☐ Non-IDLH
☐ IDLH Condition (Describe)

Type of Fall Hazard:

- ☐ Free Fall With Suspension ☐ Swing Fall ☐ Clearance Issues
☐ Projections ☐ Impaling Objects ☐ Engulfment
☐ Dangerous Equipment ☐ Height Of Fall Above Grade
☐ Other: (Describe) _____

Configuration Of Fall Hazard: (Sketch Layout Of Working Area And Any Hazards In Potential Fall Path.)

Fall Protection Equipment Needs:

Body Support: ☐ Full-Body Harness ☐ Body Belt

Anchor Connectors: ☐ Tie Back Strap ☐ Beam Clamp ☐ Scaffold Choker ☐ Wrap-Back Lanyard
☐ Other: _____

Connectors: ☐ Energy Absorbing Lanyard ☐ Y-Lanyard ☐ Work-Positioning Lanyard
☐ SRL (Length: _____') ☐ Harness Mount ☐ SRL (Length: _____') ☐ Vertical Lifeline with Rope Grab
☐ Other: _____

Environmental Factors: (Describe as needed)

☐ Hot Objects, Sparks, Flames, Heat Producing Operations

☐ Chemical Hazards

☐ Contaminants

☐ Moving Equipment

☐ Electrical Hazards:

☐ Sharp Objects / Edges:

☐ Weather Factors

☐ Unstable, Uneven, Slippery Walking/Working Surface

☐ Other

Risk Factor



APEX RESCUE GROUP FALL HAZARD ASSESSMENT

Reason For Exposure:

Severity Of Fall (Injury Or Death):

Frequency Of Task:

Duration Of Task:

Occurrence Of Task:

Obstruction In Fall Path:

Existing Fall Pro Equipment:

Access To Task / Structure:

Environmental Conditions:

Other Workers In Area:

Proximity To Fall Hazard:

Other Safety Hazards:

Describe Prior History Of Accidents / Incidents Related To Task Or Structure:

Recommended Fall Protection System

☐ Restraint ☐ Work Positioning ☐ Fall Arrest (Describe System Configuration / Procedures below)

Anchorage:

☐ Engineered (Describe)

☐ Improvised (Describe)

PREPARED BY:

DATE:

☐ Competent Person ☐ Qualified Person

Review By Date:: (if applicable)

Rescue Pre-Plan Completed? ☐ NO ☐ YES ☐ Date Completed: _____

NOTE: Revise survey if there is a change to task, process, structure, equipment, or legislation that would render the original survey obsolete.