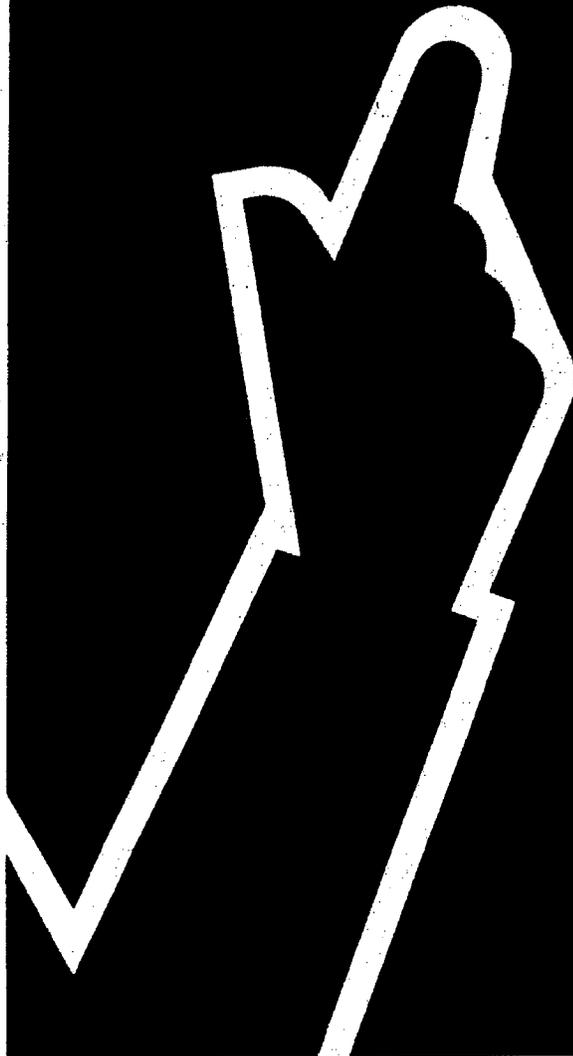


JOB SAFETY

***WHAT YOU
SHOULD KNOW...***



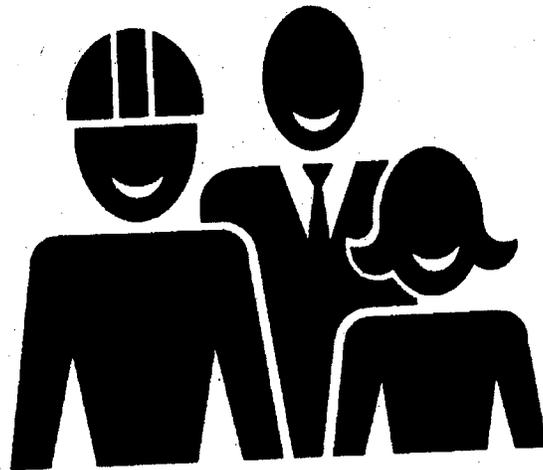
Cal/OSHA is California's job safety and health program covering workers throughout the state. Cal/OSHA laws are enforced by the Division of Occupational Safety and Health.

One of those laws requires your employer to have an *Injury and Illness Prevention Program*. It must be *in writing* and be *effective*.

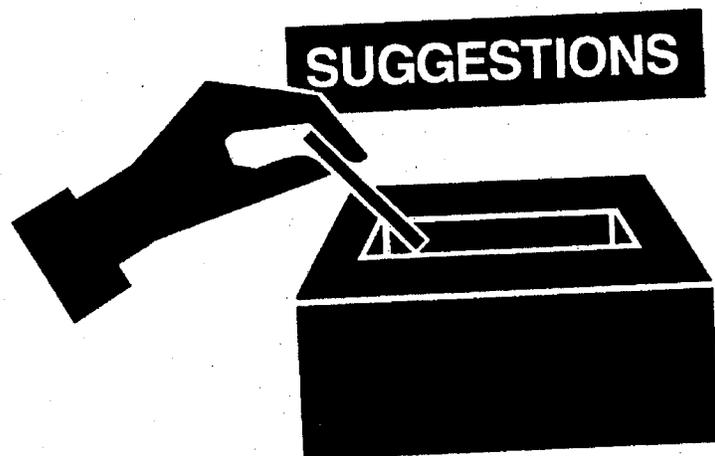
You and your employer can work together to make your company's Injury and Illness Prevention Program a good one.

A good program will:

- Help keep you safe and healthy on the job.



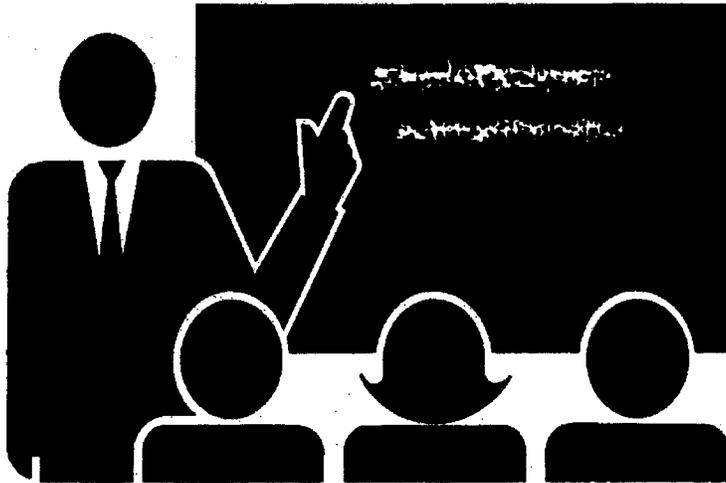
- Help your employer reduce costly accidents and illnesses at work.



The law says that...

Your employer must give you safety training:

- When the *Injury and Illness Prevention Program* is established.
- When you begin a new job.
- For each new job assignment.
- For any new process, procedure, substance, or equipment that creates a new hazard.



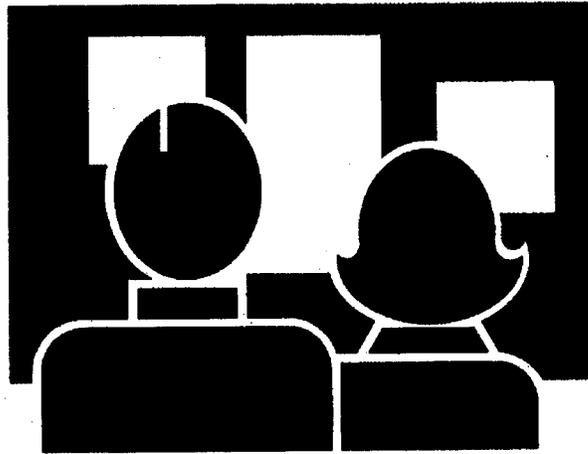
Your employer must also:

- Communicate with you in a way that you understand.
- Encourage you to report unsafe conditions without fear of reprisal.
- Correct unsafe/unhealthy work conditions or practices as soon as possible.
- See that you comply with safe work practices.

You'll need to know...

Your employer's *Injury and Illness Prevention Program* will tell you:

- How to report a work-related injury or illness.
- Who provides your safety and health training and when it will take place.
- How to report a safety or health problem you've seen at work.
- How to reach the person responsible for your company's *Injury and Illness Prevention Program*.



Your employer could be cited by Cal/OSHA if you or your co-workers violate safety regulations by not following safe and healthful work practices. If there is something you don't understand about working safely or about the *Injury and Illness Prevention Program*, then just ask your employer. You can use this information to work safely and stay safe from costly accidents and illnesses on the job.