Monthly Health and Safety Report November 2023

Responsible Officer – Emma Smith Parish Clerk/RFO

1. Summary

This report reviews the health and safety performance for November 2023 of Eckington Parish Council.

- 2. Reportable employee accidents to the Health and Safety Executive (HSE) have been held at zero.
- 3. The accident book at all sites is utilised this informs the Council of any minor incidents that have occurred on Council property no accidents reported.
- 4. PAT testing for electrical hand tools and equipment carried out in 15 November 2022
- 5. Workplace safety inspection carried out October 2023
- 6. Personal Protective equipment checked with staff 21 August 2023
- 7. Risk assessments have been signed and reviewed by all staff members 21 August 2023
- 8. Fire/emergency procedures in place:

Eckington Civic Centre Y
Renishaw and Spinkhill Community Hall Y
Marsh Lane Community Hall Y
Eckington Cemetery Y

9. Fire/emergency equipment checked:

Eckington Civic Centre – September 2023 Renishaw and Spinkhill Community Hall – September 2023 Marsh Lane Community Hall – September 2023 Eckington Cemetery – September 2023

10. Record of Method Statements/ Risk Asessments:

No contractors on site

11. Risk Assessments for Parish Council events

Civic Centre Events Y Boredom Buster events Y Market Y

12. Parish Council Vehicle

Clerk has received copies of current driving licence for all drivers – Y

13. First Aiders

Staff, volunteer and Councillor training booked for 5 November and 8 December 2023

14. Inventory of all hazardous substances – in progress

Data sheets for all hazardous chemicals – in progress Associated risk assessment – in progress

- 15. Manual Handling Instruction Course Courses booked 10 November and 15 December 2023Staff provided with Manual Handling at work HSE publication
- 16. Venue checklist in progress
- 17. Play areas are monitored monthly by handymen and submit a weekly report to the Parish Clerk
- 18. Cemetery -

Memorial inspection carried out, memorials checked every 1 to 5 years depending on level of movement,