



Health & Safety Policy

Lynx Recruitment is committed to ensuring our workers and visitors remain free from risk to their health and safety at work. We are committed to continual improvement of safety performance and the elimination of workplace injury and illness.

As an employer and a provider of on-hire services, the company is committed to effective consultation and engagement with workers on work health and safety matters. We recognise that we share a primary duty of care with host organisations regarding our on-hire workers and therefore we are committed to consult, cooperate, and coordinate activities with hosts to produce the required health and safety outcomes.

MANAGEMENT RESPONSIBILITIES:

To ensure, as far as reasonably practicable:

- risks to work health and safety are controlled through the engagement of all stakeholders in a culture of safety;
- workers are provided with information, training, instruction and supervision needed for them to work safely and without risks to their health;
- the health of operational and on-hire workers and the conditions of the workplaces where they work are monitored;
- adequate facilities are provided for the welfare of our workers;
- health and safety policies and procedures comply with legislative requirements
- safety performance is continually reviewed and improved
- maintaining effective communication and consultation including consultation, cooperation, and coordination with key stakeholders on health and safety matters; and
- ensuring systems are in place to allow for consultation and the identification and resolution of work health and safety issues.

EMPLOYEES, CONTRACTORS & ON-HIRE WORKER RESPONSIBILITIES:

- following all work health and safety policies and procedures;
- ensuring their own and others health and safety is not affected by their actions;
- working with host's and business partners to achieve the objectives outlined in this policy; and
- reporting all incidents including unsafe work practices, hazards, near misses and injuries.

