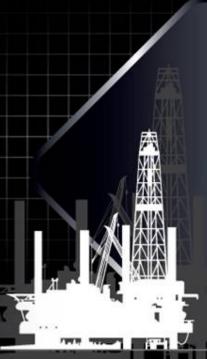
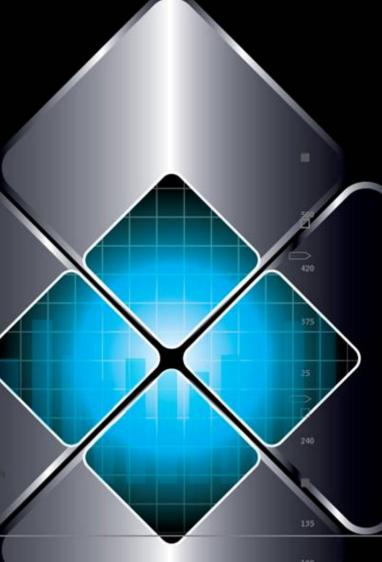
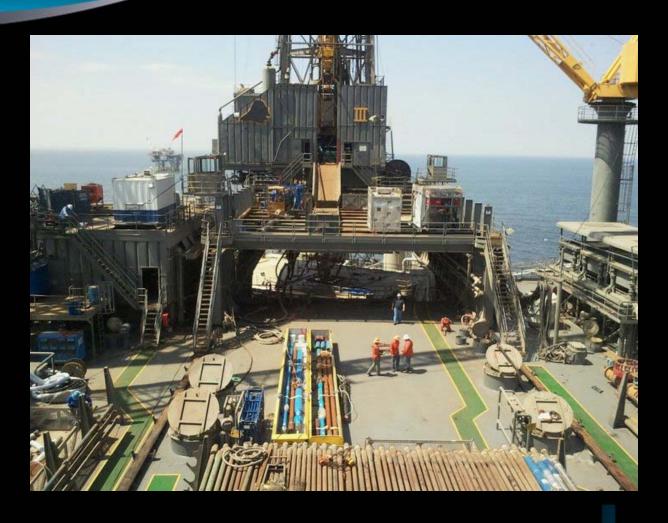


HIGH
PRESSURE
INJECTION
INJURIES
(P. NOTESTINE)





HIGH PRESSURE INJECTION INJURIES "THE LIQUID BULLET"





"RDC'S YEAR OF THE HAND"

Airless spray equipment makes your job easier; but it can make your life painful if you don't follow some simple safety precautions







"AIRLESS SPRAY EQUIPMENT"

- Airless spray equipment operates by forcing liquids at a very high pressure
- **Examples may include:**
 - Grease guns;
 - Spray guns;
 - Diesel injectors;
 - Paint gun;
 - Pressure washers;
 - Plastic Injectors; or
 - ***** Any line that is under pressure





"THE POISON BULLET"

- Pressures exerted from can range from 600 to 40,000 pounds per square inch, and about the same or greater velocity than a rifle
- Contact with the stream drives fluids deep into your body tissue
- Treat any type sprayer as if your holding a loaded gun

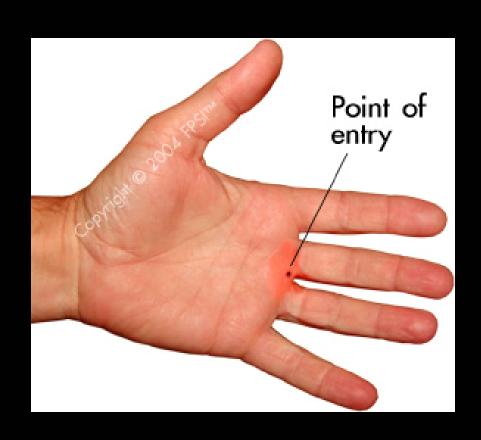




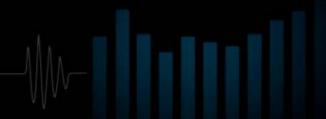


"DON'T BE FOOLED"

- The initial injury site may appear to be only a small puncture wound
- Don't mistake the rather unremarkable appearance for anything less than a serious injury
- This may lead to amputation or even death







REPORT ALL INJURIES

- Delay in treatment can have critical adverse effects on personnel recovery
- Report to supervisor and medical personnel immediately if you have suffered an injection injury





"INSPECT SO YOU DON'T INJECT"



Inspect all lines and hoses



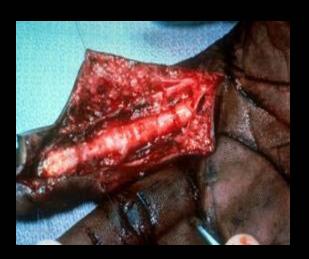
Even a pin hole rupture in a hose or line may result in serious injury





"DO'S"

- Do wear gloves and goggles, but don't count on these to save you
- Do inspect lines, hoses, connections, and fittings for signs of damage and proper fit before use
- Do use approved grounded outlets and extension cords for voltage and frequency noted on the motor







"DON'TS"



- Don't point an airless spray at any body part
- Don't use your hand to stop a leak
- Don't put your finger or hand in front of a nozzle
- Don't remove safety spacer from spray gun
- Don't allow hoses to become kinked or vibrate against sharp objects





INSPECT SO YOU DON'T INJECT







