

## Machine Guarding – *Machine Guarding Basics*

- A guard or guarding device is required whenever an employee is exposed to, or has access to a hazard created by a pinch point.
- A guard must be designed and installed so that it does not create a hazard in itself.
- Guards should not be fastened to moving parts or positioned near moving parts in a manner that creates a pinch point.
- A guard should be secured to the machine that it's/they are protecting.
- All guarding systems are required to be installed in a manner that prevents access to the hazardous area by reaching over, under, around, or through the guarding system.
- Guards should be secured to a machine with fasteners that require the use of tools for their removal.
- Areas of a machine that require frequent access (lubrication, adjustments, unjamming) may be equipped with removable guards that are secured with a latching device, wing nuts, or other fastening devices that require a deliberate action for their removal. These guards may not be used as access points unless they are equipped with interlocking devices, or the machine has been locked out.
- If a hinged or removable guard is equipped with a safety interlock, it may be opened and accessed for minor servicing only, provided that the service activity is:
  - Routine and repetitive
  - An integral part of using the equipment
  - The equipment is used for production only
  - Affected employees are trained in the proper application of this safety control and on its limitations.
- Large guards that allow full body entry are allowed, but should be equipped with an interlocking device. These guards may be relied upon as an isolating device to access a machine for minor servicing only, provided that the following conditions are met:
  - The reset switch and operating control is located outside of the guarded area.
  - The minor service activity is conducted within site of the reset and operating control.
  - An alarm system and time delay (10-15 seconds) are integrated into the circuitry of the machine controls.

