Personal Injury

Minor impact: events that result in minor injuries. Minor injuries are defined as injuries that may require at the worst case non emergency hospital treatment.

Moderate impact: events that involve emergency hospital treatment for non life threatening injuries.

Serious impact: events that involve emergency hospital treatment for life threatening or career ending injuries and fatalities.

Events per Employment Group

	2013/14	2012/13	2011/12
DAYCREWING ****	2	0	0
WHOLETIME	28	40	39
RETAINED	21	10	13
OTHER OPS*	1	2	7
SUPPORT STAFF**	4	8	5
NON EMPLOYEES***	3	6	5

^{*} Other Ops category includes: Control, flexi duty system, 42hr staff and specialist/alternative duties, WT recruits and RT recruits.

Activity Details 2013/14

	OPERATIONS	TRAINING	ROUTINE	Fitness
DAYCREWING ****	0	1	1	0
WHOLETIME	6	8	11	3
RETAINED	7	14	0	0
OTHER OPS*	0	0	1	0
SUPPORT STAFF**	0	0	4	0
NON EMPLOYEES***	0	0	3	0

RIDDOR Events

	NO.OF INJURIES	DEATHS	MAJOR INJURY	Lost time injuries (> 7 days)	Non- employee hospital treatment
2013/14	59	0	2	5	0
2012/13	66	0	0	9	1
2011/12	69	0	0	13	0

^{**} Support Staff category includes: Support (office based), Support (manual), Non-uniformed manual / non-manual as well as Support staff.

^{***} Non Employees category includes: Princes Trust/ Young persons, Visitor/ members of the public, Contractors/ Volunteers

^{****} Day Crewing includes: Day Crewing and Day Crewing Plus

LOCATIONS – OTHER

	2013/14	2012/13	2011/12
Workshops	0	1	1
Occupational Health	0	0	1
Community Safety Support	0	1	0
Risk Management	1	0	2
Driving School	0	0	0
Red Cross	0	0	0
Prince's Trust	0	0	1

Accident Type

	2013/14	2012/13	2011/12
Allergic reaction	2	0	0
Contact with electricity	0	0	1
Contact with moving machinery	0	0	1
Exposure to fire	3	5	5
Exposure to noise	1	2	0
Exposure/contact with harmful substances	1	2	1
Exposure to psychological stressors	1	0	0
Fall from height up to and including 2 metres	2	2	4
Foreign body in eye	0	1	0
Injured by animal / insects	0	3	2
Handling, lifting and carrying	13	20	22
Road traffic collision	0	1	2
Other (includes 2 x type "overcome by heat/ humidity")	4	2	7
Slip, trip or fall	6	8	7
Smoke inhalation	0	0	0
Strain	10	7	6
Strike against something fixed/stationary	8	11	7
Struck by moving/falling object	7	2	4
Entrapment	1	0	0

Injury Sites

	2013/14	2012/13	2011/12
Abdomen	1	0	2
Arm (lower, upper, inc. wrist)	1	7	8
Back (lower, upper)	14	10	13
Buttock	0	1	0
Chest	1	1	0
Ears	1	2	1
Eyes	2	2	1

Face	2	1	1
Finger and thumbs	7*	16	10
Foot (inc. toe, ankle)	4	6	6
Groin (&/or Pelvis)	0	0	2
Hand	6 **	7	8
Head	5	4	9
Hip	1	1	0
Knee	6 **	5	1
Leg	1*	3	5
Neck	2	0	1
Nose	0	0	0
Shoulder	2	0	1
Whole body	4	0	0

^{* 1} event that had two injury sites

Injury Type

	2013/14	2012/13	2011/12
Bite/Sting	0	2	3
Bruise/Contusion	*13**	12	13
Burn	3	7	6
Concussion	0	0	0
Crush	0	1	1
Exhaustion	1	0	0
Eye irritation	1	2	1
Fracture	4*	1	1
Laceration/open wound	9	15	7
Other (inc dislocation)	5	1	6
Pain only	2	3	7
Scald	0	0	0
Shock/trauma	0	0	0
Skin irritation	1	0	0
Smoke inhalation	0	1	0
Sprain/strain	21	20	24
Soft Tissue injury	0	1	0

^{** 1} event that had two injury sites