

TO LIVE - INJURY/INCIDENT SUMMARY - Q1 of 2023

	JAN 2023	FEB 2023	MAR 2023	Q1 TOTAL	YTD
EMPLOYEES					
First Aid	0	0	0	0	0
Health Care Injuries/Illnesses	2	1	0	3	3
Lost Time Injuries	1	1	1	3	3
Critical Injury (w/ Lost Time)	0	0	0	0	0
Incidents	0	0	0	0	0
TOTAL	3	2	1	6	6
SELF-EMPLOYED					
First Aid	0	0	0	0	0
Health Care Injuries	0	0	0	0	0
Incidents	0	0	0	0	0
TOTAL	0	0	0	0	0
PATRONS					
First Aid	0	0	0	0	0
Health Care Injuries/Illnesses	2	0	0	2	2
Critical Injury	0	0	0	0	0
Incidents	0	0	0	0	0
TOTAL	2	0	0	2	2
TOTAL OCCURRENCES	5	2	1	8	8

Definitions:

- ◆ **First Aid:** basic medical response (i.e. bandage, icing). No further medical attention required.
- ◆ **Health Care Injuries/Illnesses:** requiring medical care (i.e. walk-in clinic, doctor or hospital visit).
- ◆ **Lost Time Injury:** when a worker suffers work-related injury/disease which results in one of the following: being off work past the day of accident, loss of wages/earnings or a permanent disability/impairment.
- ◆ **Critical Injury:** suffers an injury of a serious nature that places life in jeopardy, produces unconsciousness, results in substantial loss of blood, involves the fracture of a leg or arm but not a finger or toe, involves the amputation of a leg, arm, hand or foot but not a finger or toe, consists of burns to a major portion of the body, or causes the loss of sight in an eye.
- ◆ **Incidents:** non-injury workplace investigations (i.e. workplace harassment).