

TO LIVE - INJURY/INCIDENT SUMMARY - Q1 2024

	JAN 2024	FEB 2024	MAR 2024	Q1 TOTAL	YTD
EMPLOYEES					
First Aid	2	0	0	2	2
Health Care Injuries/Illnesses	0	0	0	0	0
Lost Time Injuries	0	0	0	0	0
Critical Injury (w/ Lost Time)	0	0	0	0	0
Incidents	0	0	0	0	0
TOTAL	2	0	0	2	2
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	1	1	1
Health Care Injuries/Illnesses	1	1	1	3	3
Critical Injury	0	0	0	0	0
Incidents	0	0	0	0	0
TOTAL	1	1	2	4	4
TOTAL OCCURRENCES	3	1	2	6	6

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).