



# 6 COMMON FOOT SAFETY HAZARDS CHECKLIST

**Red Wing for Business helps companies keep workers safe, comfortable and productive on the job.**

And when it comes to foot safety, we'll put our 115+ years of expertise to work for you. This checklist can help you assess your workplace for potential foot safety pitfalls which may be easy to overlook. If you'd like a fresh pair of expert eyes, we can offer a "virtual" walkthrough of your location to help look for possible hidden hazards.



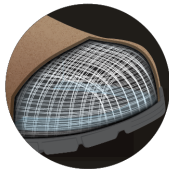
## IMPACT

Anything that looks like there's a risk of something heavy that could drop or fall on the foot such as tools on raised tables, heavy crates, steel bars or concrete blocks, etc.



## PENETRATION (SOLE PUNCTURE)

Objects that may puncture footwear, such as scrap metal, pallet nails, and glass.



## COMPRESSION (ROLLOVER)

Anything that may pose a risk of a compression or rollover foot injury, such as automatic closing doors, pallet jacks, forklifts, etc.



## METATARSAL INJURY

Any examples where there's a risk of injury to the top of the foot, such as heavy industrial applications, large/heavy suspended parts or falling objects, etc.



## SLIPS, TRIPS & FALLS

Areas where there's potential for slipping or tripping, such as oil or liquid on floors, polished concrete or other slippery floor materials, ladders and stairs without anti-slip treatments, uneven thresholds or transitions from one floor type to another.



## ELECTRICAL HAZARD

**Electrical Hazard (EH):** Areas that pose a risk for potential electric shock, such as exposed conduits, breaker panels, or energized machinery.



**Static Dissipative (SD):** Areas that pose the risk of creating a static charge, such as sensitive electronic manufacturing, or electrostatic spraying.

**If you find this checklist useful, think about taking the next step.** Talk with our foot safety experts at [Red Wing for Business](#), and discover safety solutions that can provide peace-of-mind for you and enhanced safety for your crew.

**LET'S CONNECT**