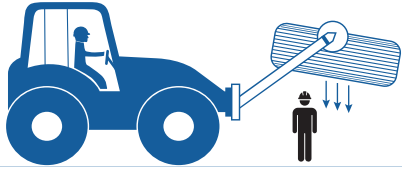


# TYRE HANDLING OPERATIONS

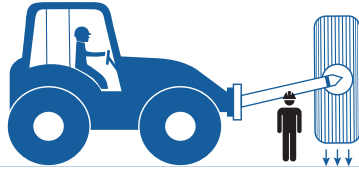
## DIRECT AND INDIRECT INTERACTIONS

### SCENARIO 1 - TYRE HANDLER UNPLANNED RELEASE OF LOAD (E.G., TYRE ASSEMBLY) ON FITTER (SPOTTER)

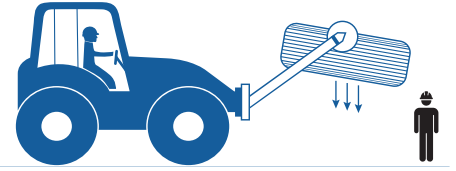
INDIRECT INTERACTION WITH HUMAN. Hazards: poor pad grip; hydraulics fail; or wet tyre, rim, or wheel assembly.  
*Indirect interaction can also occur with equipment.*



Fitter standing under the suspended load



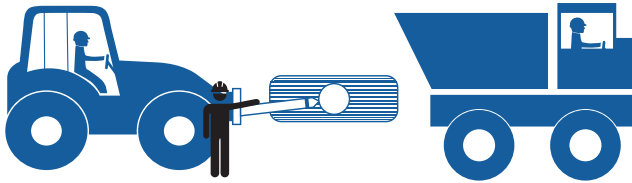
Fitter standing within the arms



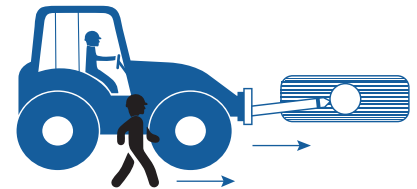
Fitter standing outside of arms

### SCENARIO 2 - TYRE HANDLER MACHINERY CONTACTS FITTER

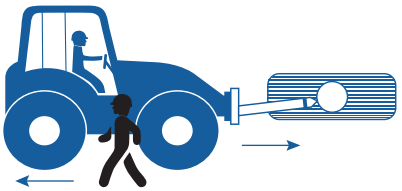
DIRECT INTERACTION WITH HUMAN. Hazards: poor visibility, work within proximity



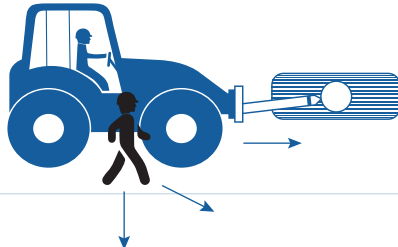
Spotting near the loaded arms and a haul truck



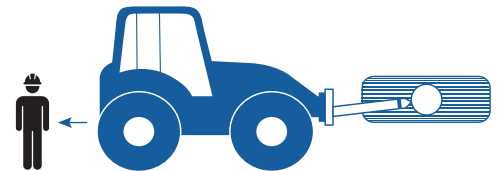
Walking astride the handler, same direction



Walking in opposite direction of tyre handler



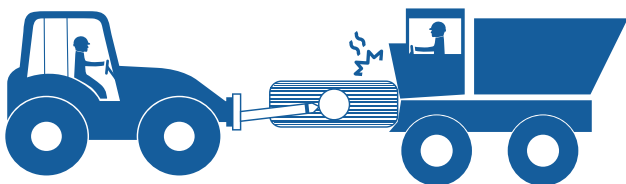
Walking perpendicular or at an angle within range of the tyre handler



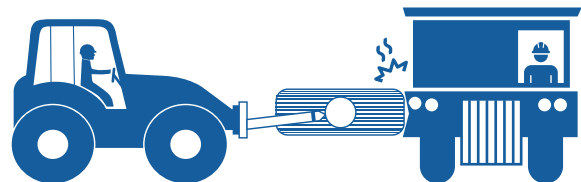
Operator not in the cab. Tyre handler rolls away, not chocked, handbrake fails, etc.

### SCENARIO 3 - TYRE HANDLER CONTACTS EQUIPMENT/MACHINERY

DIRECT INTERACTION WITH EQUIPMENT. Hazards: poor visibility, compromised working space



Tyre handler collides with haul truck - front or rear

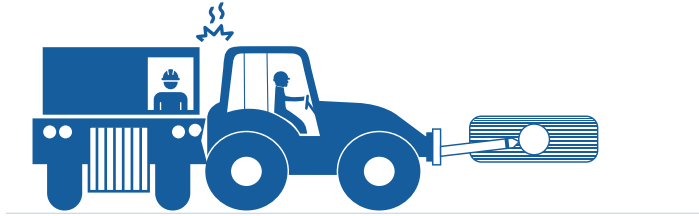


Tyre handler collides with haul truck - side

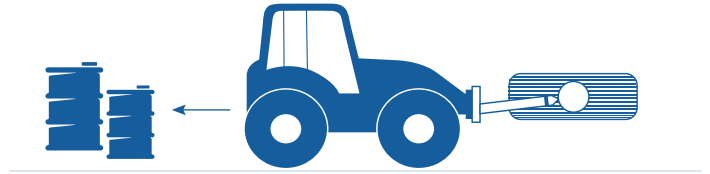
# TYRE HANDLING OPERATIONS

## DIRECT AND INDIRECT INTERACTIONS

### SCENARIO 3 CONTINUED



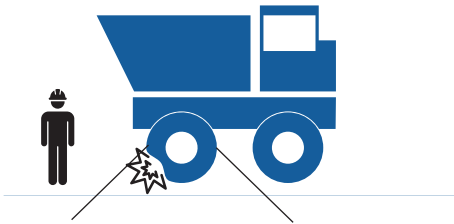
Tyre handler collides with haul truck or equipment at rear when reversing



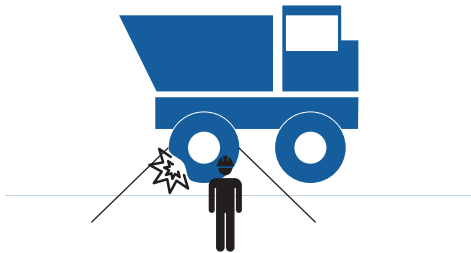
Operator not in the cab. Tyre handler rolls away, not chocked, handbrake fails, etc

### SCENARIO 4 - TYRE BURST, CATASTROPHIC WHEEL/RIM FAILURE/DISASSEMBLY - DURING INFLATION

INDIRECT INTERACTION WITH HUMAN. Hazards: air blast, projected components, standing in line-of-fire or within 5 metres of tyre – during inflation. *Indirect interaction can also occur with equipment.*



Air blast strikes fitter – outside line-of-fire but within 5 metres of tyre



Air blast or projected tyre/wheel/rim component strikes fitter – within line-of-fire