## City of San Angelo 106 S Chadbourne St San Angelo TX 76903

## TAILGATE/TOOLBOX SAFETY TRAINING

Safety Services Company-Safety Meeting Division, PO Box 6408 Yuma, AZ 85366-6408 Toll Free (866) 204-4786

SAFETY SERVICES COMPANY

Job Name:		Site Location:	
Da	Date: Start Time: Finish Time: F	oreman/Supervisor:	
Topic 403: Jump Starting Vehicles			
Introduction: Many drivers have had the experience of being stranded with a dead battery. Though it is a common problem, and relatively easy to			
remedy, jump starting a dead battery does present some hazards. Following are guidelines for safety when jump starting a vehicle:			
A battery may go "dead" for several reasons:			
**	and the state of t		
<b>*</b>	The alternator may not be operating properly to sufficiently recharge the battery.		
	The battery may have deteriorated to where it will no longer accept a charge.		
Electrical equipment such as headlights were mistakenly left on, draining the battery (we've all done it).			
Methods to avoid the above problems:  Service your battery whenever you change your vehicle's oil. Check fluid levels if it is not a scaled battery, and clean your			
_	terminal connections (posts and cable ends). Ensure that all connections to and from the battery are secure.		
85		equipped with an alternator gauge and the gauge	
	shows a - (negative) reading, have your alternator checked as soon as poss		
丝	and the second s	your battery every three years or as needed.	
82		lash lights are on, your head lights are on. Develop	
	the habit of glancing back at your vehicle whenever you park and leave it.		
II y	If you try to start your vehicle and it will not turn over, it may not be a dead batt	ery. If the vehicle does not make any noise, such as a slow turn over or	
CHO	clicking, you may have a bad connection (a loose or corroded terminal end). Tu	on off your ignition, check your battery connections – if you can wiggle or	
eta	move them at all they are too loose. Tighten them, or clean and tighten them, an start your vehicle, you may need to jump start it. Follow these procedures t	a try to start the vehicle again. If your pattery is "dead" and will not	
2 6 4 2	Turn off your ignition and all electrical equipment such as lights, radio, be	o safety Jump start a venicle;	
掘	33 5 8 The same of the same of the same same same same same same same sam		
	which is highly flammable or even explosive, this gas may accumulate under the hood and must be allowed to dissipate before jump starting.		
	<b>Connect the jumper cables</b> to the battery of the disabled vehicle first. Cabl	es are colored to keep from cross connecting batteries and causing a	
	short. Always connect the red (or other brightly colored) cable to the positive (+) terminal of the battery, and the black cable to the negative (-)		
	terminal. Ensure that the clamps on the free end of the cables do not touch	before you connect your end of the cables to your vehicle. The positive	
-	(+) and negative (-) terminals of your battery will be marked on the battery	next to the terminal, or on the terminal posts themselves.	
W.	30 we are fully the family that the family the first the family the family the family that the family the fami		
	cable hooked to the proper terminal on both vehicles. Connect the positive (+) cable to the battery terminal first, then connect the negative (-) cable to a grounded piece of equipment (such as a bolt on the manifold or vehicle frame) <u>away from the battery</u> .		
88		spection, this is normal, however, it may ignite buttery cases and cover a	
	fire or explosion of the battery. This is why it is advisable to connect to a g	round away from the hattery. If the cable produces a large spark or arc of	
	electricity, disconnect immediately and ensure that you have the cable conr	nected properly (positive to positive, negative to grounded equipment).	
嵏	Ensure that you have a good connection of the cables by wiggling them. T	he metal clamping jaws of the cable ends must be in firm contact with the	
	metal of the battery terminal clamps and grounded equipment. If your vehic	cle has side post terminals this may be difficult to accomplish and some	
	jumper cables have jaws with special attachments for this purpose. If your	battery cable terminal ends have rubber coverings over the metal clamp,	
Press.	they will need to be pulled back to expose and allow access to the metal cla		
Once you have a good connection with the cables, start the vehicle giving the jump. Allow the vehicle giving the jump to run for severand then attempt to start the disabled vehicle. If the disabled vehicle does not respond by starting, slowly turning over, or even product sound, check your cable connections and attempt to start again. An extremely drained battery may need to set with the jumper cables			
	sound, check your cable connections and attempt to start again. An extremely drained battery may need to set with the jumper cables attached for up to twenty minutes to charge sufficiently to start the disabled vehicle. Slightly revving the engine of the vehicle giving the jump may increas		
	the charge to the dead battery and decrease the charging time. However, do	not over rev the engine	
		at the clamps do not touch until both vehicles are disconnected. Use	
	extreme caution around moving engine parts such as the cooling fan, belts,	and pulleys when jump starting a vehicle.	
<u>Conclusion</u> : Follow the above guidelines for safely jump starting vehicles. If battery acid (electrolyte) gets in your eyes, immediately flush with water			
for 15 minutes and seek medical attention. If battery acid gets on your skin, flush thoroughly with water, If irritation persists seek medical attention.			
Work Site Review			

Work-Site Hazards and Safety Suggestions:

Personnel Safety Violations:

Employee Signatures:

(My signature attests and verifies my understanding of and agreement to comply with, all company safety policies and regulations, and that I have not suffered, experienced, or sustained any recent job-related injury or illness.)

City of San Angelo Foreman/Supervisor's Signature: