



international

## HEALTH & SAFETY POLICY

### Our Value: Be Safe & Healthy

We believe that nothing is more important than the health & safety of our people and all stakeholders.

We are dedicated to continuously improving our processes, being individually accountable, and promoting comprehensive safety awareness.

### Policy

In workplaces such as ours where the health & safety of people is at risk, health & safety has an overriding priority. We are committed to a ZERO HARM work environment where the wellbeing of our people is not negotiable and where every employee holds responsibility for ensuring that all injuries are prevented. This is done through the following:

#### *People First*

- We strive to know our risks and systematically collaborate within our teams to mitigate those risks to an acceptable level utilizing the hierarchy of controls.
- We consider our contractors as partners and expect the same standard of care when they are working in our workplaces.
- We foster an interdependent safety culture that promotes wellness, health and safety as a way of life both at and away from work.

#### *Setting Safe Work Conditions*

- We ensure our employees have the necessary equipment, tools, skills and knowledge to contribute to a safe workplace.
- We maintain our facilities, materials, tools and equipment in a safe condition.
- We maintain an effective and supportive return-to-work program.

#### *Learning, Preparedness, and Compliance*

- We establish and support clearly defined health and safety programs.
- We strive to exceed local laws and regulations.
- We maintain continuous improvement processes for our programs through the evaluation and engagement of all stakeholders.
- We maintain a high degree of emergency preparedness and are prepared to manage crisis situations.
- We report all incidents, including near misses and investigate every injury and instance where the potential for severe injury or fatality was indicated.
- We use the learnings from investigation to strengthen our systems.

