

Jump starting vehicles on an almond farm

What to expect before you start

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This sheet describes typical jump starting work and conditions. Your actual duties depend on the farm and what you are trained and authorised to do. Reading this sheet does not authorise you to jump start a vehicle, drive a farm vehicle, operate machinery or repair equipment.

Who you work for

Orchard Tech is your employer. Your host farm (your host) directs your daily work. Both are responsible for your health and safety. Raise questions or safety concerns with your supervisor or Orchard Tech: Hari Yellina, 0439 32 32 32, or Soana Fanua, 0400 174 471.

Your working hours

Your confirmed roster sets your days, hours and breaks. Ask your supervisor if you are unsure.

The work you may do

Jump starting a vehicle. Sometimes a farm vehicle will not start because its battery is flat (it does not have enough power to start the engine). A second vehicle with a good battery can help start it, using jumper leads (heavy electric cables with a clamp at each end). Do this work only if your host has trained you in its procedure and authorised you to do it.

Equipment. Your host will tell you what equipment you need, such as jumper leads, eye protection, gloves and a fire extinguisher. Use only the equipment and method your host trains you in. Report damaged or missing equipment to your supervisor.

Checks before you connect anything. Your host will train you to check that neither battery is damaged, that both batteries have the same voltage (shown on the battery label), and that lights, radios and other electrical items are off in both vehicles.

This sheet covers jump starting only. Your host will tell you who starts the engines and who moves the vehicles. Moving a vehicle is driving: do it only if you are trained and authorised to drive that vehicle. Driving, charging or replacing batteries, finding or fixing faults, other repairs and electrical work are separate tasks. They need their own instructions, training and authorisation.

Battery and engine hazards

- **Batteries can explode.** A battery can give off a gas that catches fire easily. A spark or flame near the battery can make it explode. Keep sparks, flames and cigarettes away from batteries. If you see smoke or fire, move away, warn others and follow your host's emergency plan.
- **Fresh air and fire safety.** Battery gas and engine exhaust fumes can build up in a closed space, such as a shed. Your host will show you how to keep enough fresh air around the work and where to keep the fire extinguisher.

- **Metal near the battery.** Metal touching a battery terminal (where a lead connects) can cause sparks. Take off rings, watches and other metal jewellery, and keep metal tools away from the terminals.
- **Connect the leads in the right order.** Connect and remove the jumper leads only in the order your host trains you. A wrong connection can cause sparks, a fire or a battery explosion. If you are not sure which terminal is which, stop and ask your supervisor.
- **Battery acid burns.** Battery acid can burn your skin and eyes. Wear the eye protection (such as safety goggles or a face shield) and gloves your host provides. If acid gets on your skin or in your eyes, wash it off with plenty of clean water straight away, get first aid and tell your supervisor.
- **Damaged batteries.** If a battery is cracked or leaking, or you notice an unusual smell near it, do not connect anything to it. Keep clear and tell your supervisor.
- **Vehicles can move.** A vehicle can move when its engine starts. Never stand between or in front of the vehicles. Do not move either vehicle while the leads are connected. Your host will show you how to make sure the vehicles cannot roll or move.
- **Moving and hot engine parts.** Engines have moving parts, such as fans and belts, that can catch fingers, clothing and the leads. Keep your hands, clothing and the leads away from them. Hot engine parts can burn you. Do not touch them.
- **If the vehicle does not start,** or anything seems wrong, stop and tell your supervisor. Do not try any other way to start it.

Working near other vehicles and machines

- **Keep separate from machines.** The vehicle may be anywhere on the farm. Before you start, ask your host how workers are kept away from machinery where you are working. If a machine comes into your work area, stop work, keep clear and tell your supervisor.
- **Never approach a working machine** until the operator has stopped and clearly signalled you to come closer. Eye contact alone is not enough.
- **Be seen:** wear the high-visibility clothing your host provides, and watch for vehicles coming out of rows and turning at the headlands (the turning areas at the ends of the rows).

Weather and the outdoors

Most work is outdoors in heat, cold, wind, rain and dust. Watch for holes, pipes, slippery ground and snakes. Work may change or stop in heat, storms or smoke: follow your host's instructions. Use sun protection all year (broad-brim hat, long sleeves, sunglasses, sunscreen), drink water often, take shade breaks and dress for the weather. Tell your supervisor straight away if you or a co-worker feel sick, dizzy or very hot.

- **Do not enter a block that is being sprayed or has a no-entry sign. Do not drink irrigation water:** it may contain fertiliser or chemicals.

Movement and lifting

You may need to bend and reach into an engine area and carry equipment. If a lift feels unsafe, ask for help. Report pain or discomfort early.

Moving around the farm safely

Mule or similar farm vehicle

Some farms use a side-by-side vehicle, such as a Kawasaki MULE, to carry workers and materials.

- **Driving is not covered by this sheet.** If driving is part of your confirmed job, get the safe work instructions, training and authorisation for that vehicle first. A licence alone does not show you can drive it safely.
- **Driver and passengers:** wear your seat belt every time, and the helmet and eye protection your host provides (your host will tell you what to wear). Keep doors or nets closed and arms and legs inside. Sit only in a seat with a seat belt. Never ride in the tray or bypass a safety device.

Farm traffic rules

- **Follow the farm traffic plan:** use set routes, obey signs and speed limits, and keep away from steep slopes, banks and water.
- **On foot:** use walking routes and keep clear of moving machinery. Stop in a safe place before using a phone.

PPE and help on the farm

Your host will provide the personal protective equipment (PPE) for your tasks and show you how to wear, check and look after it. This may include safety boots, high-visibility clothing, gloves, eye or hearing protection, sun protection and a vehicle helmet. Report missing, damaged or poorly fitting PPE before you start. PPE does not replace training, instructions or other safety controls.

At induction, learn who your supervisor is, where water, toilets and first aid are, the emergency plan, how to get help where there is no phone coverage, and the check-in arrangements when you work alone.

- In a life-threatening emergency, call Triple Zero (000), then tell your supervisor. If you see a snake, keep clear and never try to catch or kill it. If a snake bites you, or you think you have been bitten, keep as still as possible and call 000 or ask someone to call.
- Report every injury, near miss or unsafe situation to your supervisor and Orchard Tech as soon as possible, even if it seems small.
- Ask for a demonstration, an explanation or language help whenever you do not understand.

Important note before starting any job

This sheet describes typical jump starting work. Before you start, your host will give you the job description and safe work instructions for your actual duties, the PPE you need, a farm induction and training for your tasks. Follow those instructions. Do not do any work without the required PPE, training and authorisation. Complete the induction at every new farm, and get the instructions and training for every new task. **If anything is missing, unsafe or unclear, stop and ask your supervisor. You can also contact Orchard Tech.**