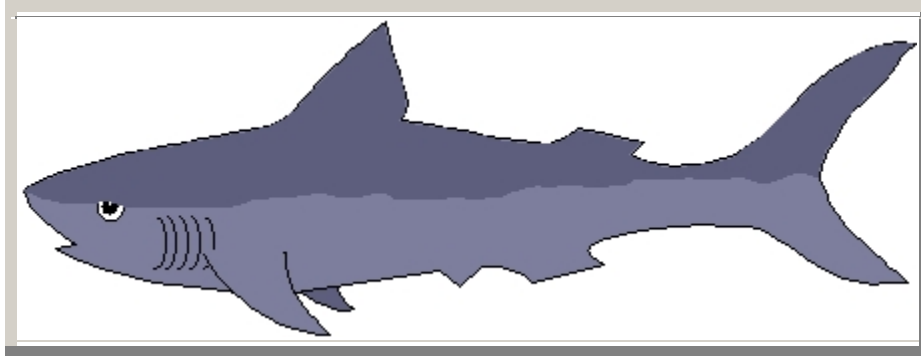


Hazard Card Sharks



Rules

Set up:

- Small groups are to set up as a team -- no more than 5 per team
- Each team quickly to develop team names
- Each team to have one spokesperson
- Each team receives complete set (20) of CPWR's Hazard Alert Cards
- Need paper and pencils

How to play:

- Each team to read each case scenario
- Each team is to choose a Hazard Alert Card that might discuss or include a hazard on that job site. Each card will have a value of 5 points.
- Spokesperson must be able to explain how or why that card was chosen.
- Any team that can explain how to "engineer out" those hazards will receive an additional 5 points per hazard. Must be specific.
- team with the most points wins.