



Coast Range Contracting Ltd.

HEALTH AND SAFETY POLICY STATEMENT

The management at Coast Range Contracting Ltd. is committed to safety and is determined to promote safe and healthy working conditions and attitudes within the Company.

It is the responsibility of Management:

- To establish and maintain adequate standards, policies, procedures, and work practices to provide a safe working environment.
- To establish and maintain adequate standards of maintenance and repair of all tools and equipment.
- To take all reasonable steps to ensure that all physical and health hazards are guarded against or eliminated.

It is the responsibility of every Manager and Supervisor:

- To ensure that employees are instructed and trained in safe working practices to comply with established Coast Range Contracting Ltd. policies and procedures.
- To ensure that employees use proper work methods and follow all appropriate policies and regulations.
- To first secure the safety of workers and then report to Senior Management any real or potential safety or health hazard.

It is the responsibility of every Employee:

- To observe established safety policies, procedures, and regulations.
- To work in a prudent and safe manner.
- To report any real or potential safety hazard to his/her Supervisor.

Should an injury occur, this Company's commitment to a strong Injury Management Program through stay at work/return to work practices depends on all employees working cooperatively toward successful management of injured workers and their active and productive integrated work plans.

Since safety is an integral part of this company's operations, we are committed to reviewing this policy and the OH&S Program annually. The importance of safety as the first priority of the workers is integrated into every project's process and is the Company's focus. It is the responsibility of each and every one of us to promote a safe and incident free working environment at Coast Range Contracting Ltd.

Garth Hadley, Director

MARCH 8, 2019

Date