

ERA Accident Statistics 2022

Version 1, Status March 2024



Basic information about ERA accident statistic



21'602
Employees

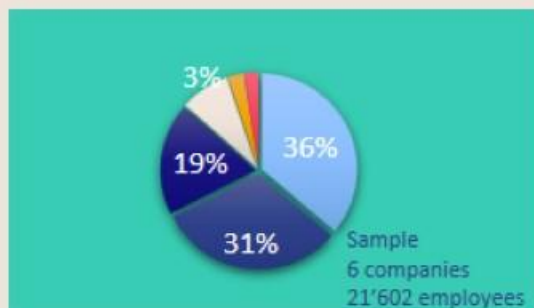
ERA - European Rental Association Study
Joint development of the industry accident statistic for reporting, analytics and benchmarking and definition of "accident hot spots" for best practice collection "from the industry for the industry"

531
Accidents

4'068
Lost
Working days

14.4
LTI

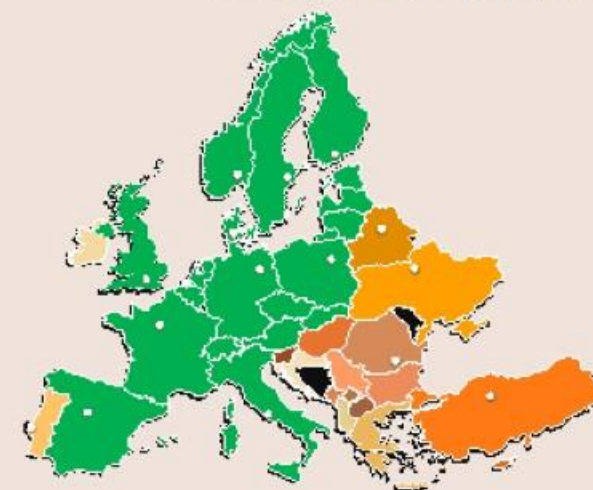
531 accidents leading to an overall 23'245 lost working hours with an average of 6 lost working days per accident



89% employees from 4 companies

- Overall, 6 companies participated and delivered data. The sample is impacted by 4 companies covering ~ 90 of the total population.
- From two participants fragmented data only
- No data from one group member

19 European countries covered

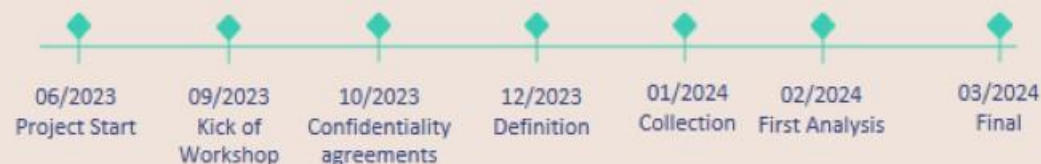


Support and data from 9 rental companies and associations

7 rental companies located in 19 EU countries are participating within the study



Project timeline



Accident frequency and LTI with major deviations from highest to lowest value



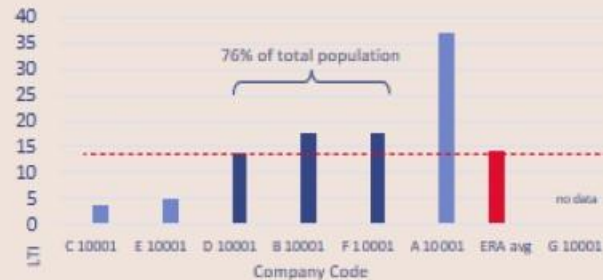
Consolidated LTI
[# / 1 Mio Workinghours - 2022]

14.4

- The overall average of the industry sample is on an LTI level of 14
- Sample is covering ~22'000 employees, 531 accidents and ~32'500 lost working hours

Solid safety performance

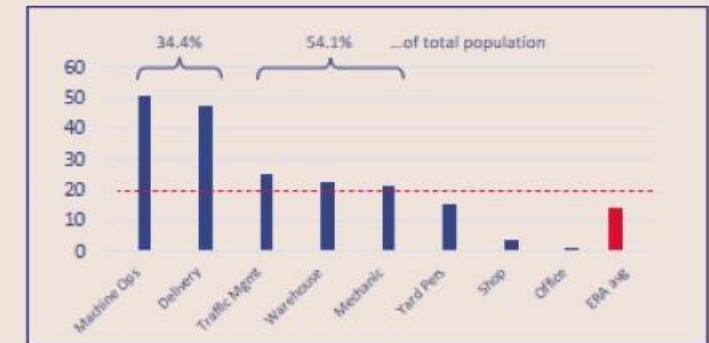
Company Comparison LTI
[# / 1 Mio Wh - 2022]



- 76% of total population at a LTI level between 14 - 17
- 10 times difference between the highest (37) to the lowest (3.8) overall LTI

Major differences

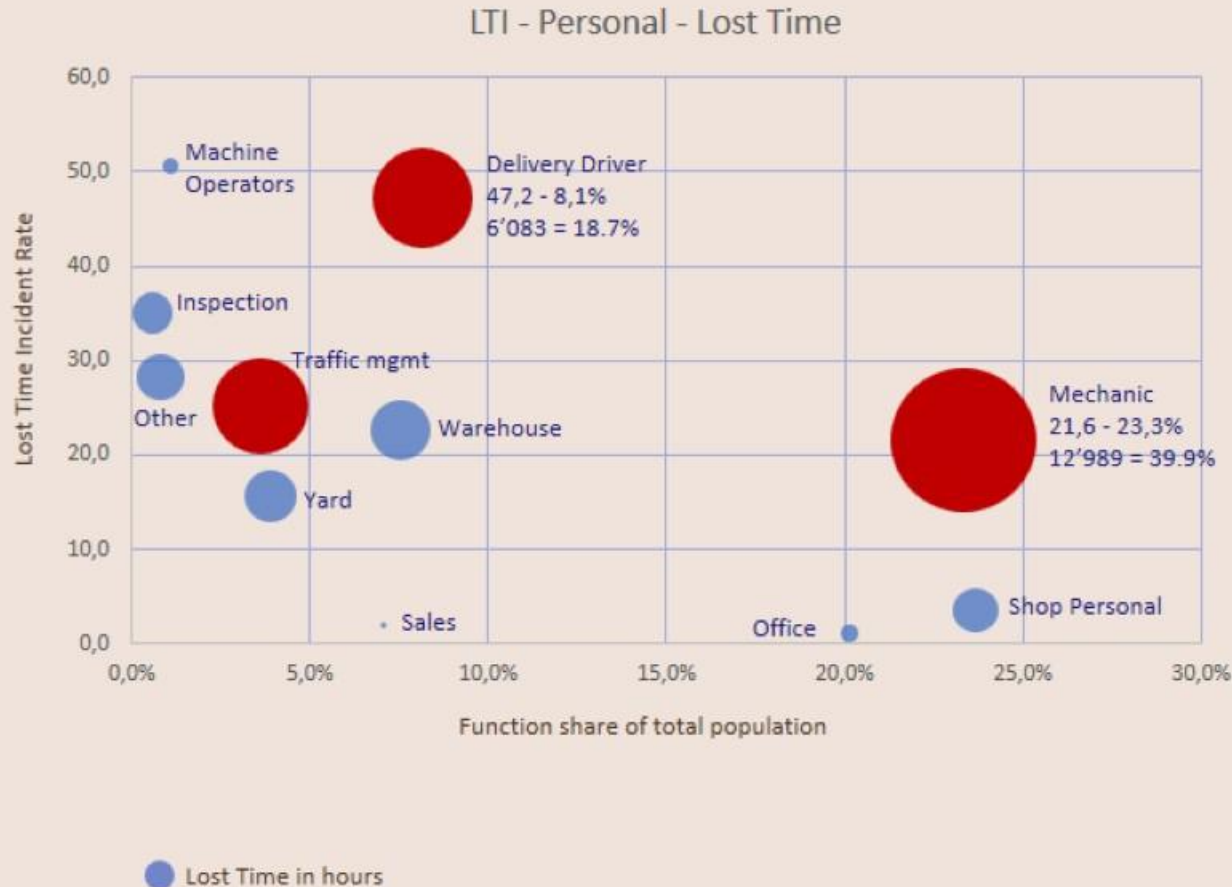
Function Comparison LTI
[# / 1 Mio Wh - 2022]



- Significant LTI differences between functions indicate different risk exposures I
- Highest "Machine Ops" and "Delivery"; Medium "Traffic", "Warehouse", "Mechanics" and "Yard Personal"

5 critical business functions
out of 13

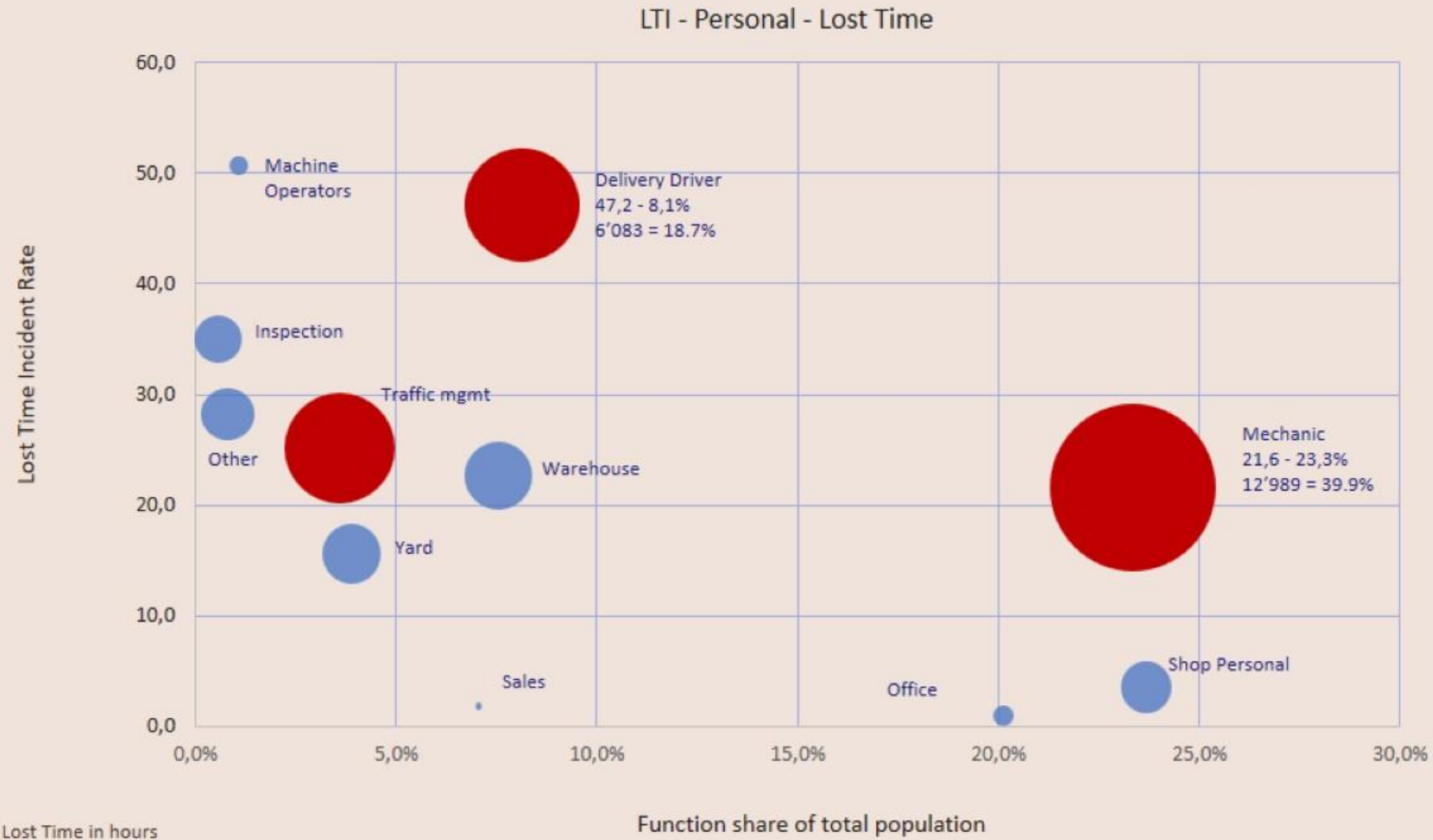
Safety portfolio indicate three main hot spots and focus areas for accident prevention



Conclusion

- The portfolio identifies three major buckets or safety hot spots responsible for 76% of total lost time:
 - **Delivery Driver** with an LTI of ~47, a populations share of ~8% and ~6'000 missing working hours
 - **Mechanics** with an LTI of ~22, a share of ~23% and ~13'000 missing hours
 - **Traffic mgmt.** with an LTI of ~23, population share of 3.6% and a total of ~5'700 missing hours
- An addition 16% of the total population are in a low to medium risk environment
 - Warehouse: LTI 22.7, 7.5% share, 2'155 wh
 - Shop: LTI 3.5, 23.7% share, 1'268 wh
 - Yard: LTI 15.6, 3.9% share, 1'614 working-hours

Safety portfolio indicate three main hot spots and focus areas for accident prevention



Share of external accidents increase parallel to function related working share “outside” the company



INTERNAL ACCIDENTS EXTERNAL ACCIDENTS



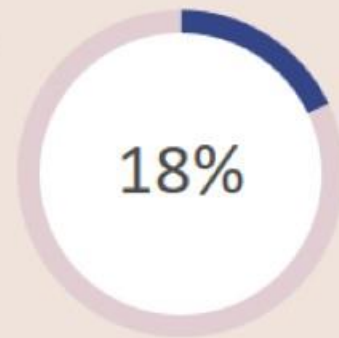
15%

...share of external accidents

TOTAL

From 532 accidents 15% are registered outside the company premises.

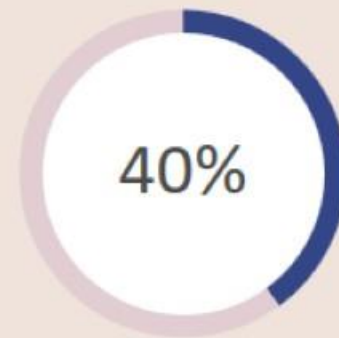
Which means, that most incidents are within the company perimeters.



18%

DELIVERY

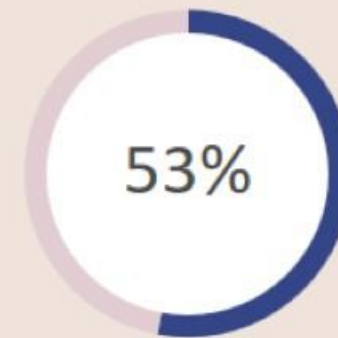
From a total of 140 cases representing 26% of all accidents ~20% happens outside the company.



40%

SALES

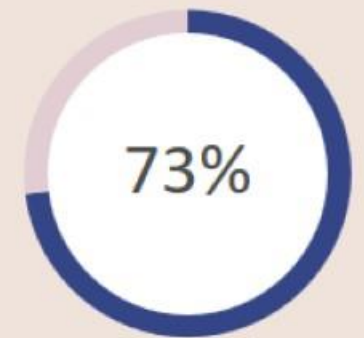
Due to the nature of the function 40% of all accidents happens outside of the company and either in traffic, at the customer or construction site.



53%

MACHINE OPS

Most exposed are machine operators working on customer sites with more than half of all cases. Within an 4% accident volume share



73%

TRAFFIC MGMT

Due to the nature of this function the majority of accidents happens outside the company premisses

80% of the total “Lost Time” from three functions with an average of ~8 lost working days per accident



Lost Time Indicator

[Working days / #]

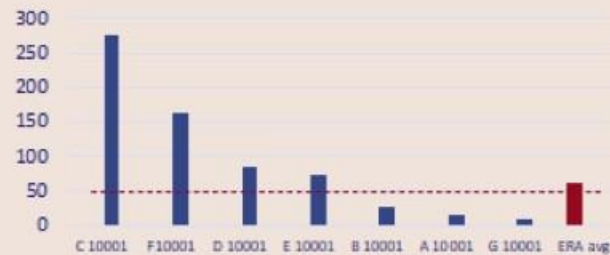
~ 8 days / Accident

- The overall lost time in the sample is 32'541 hours for 532 accidents with gives an avg. of ~60 hours lost / accident
- Applying 80:20 rule → 26'000h:107# → 240h or 30 working days

Medium to high severity

Company comparison

[Working hours / #]

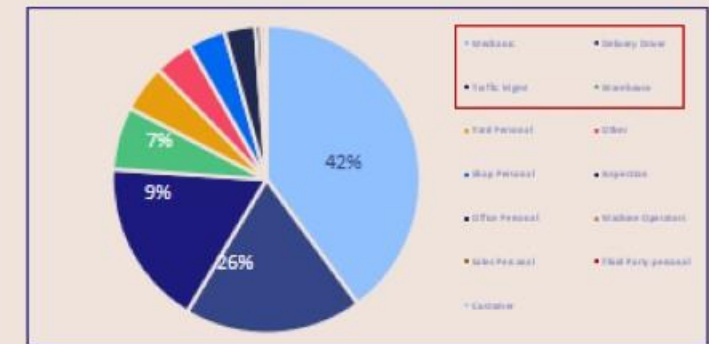


- Major span between highest to lowest value impacted by most likely by reporting, local insurance systems and accident type

Major deviations

Lost time per function

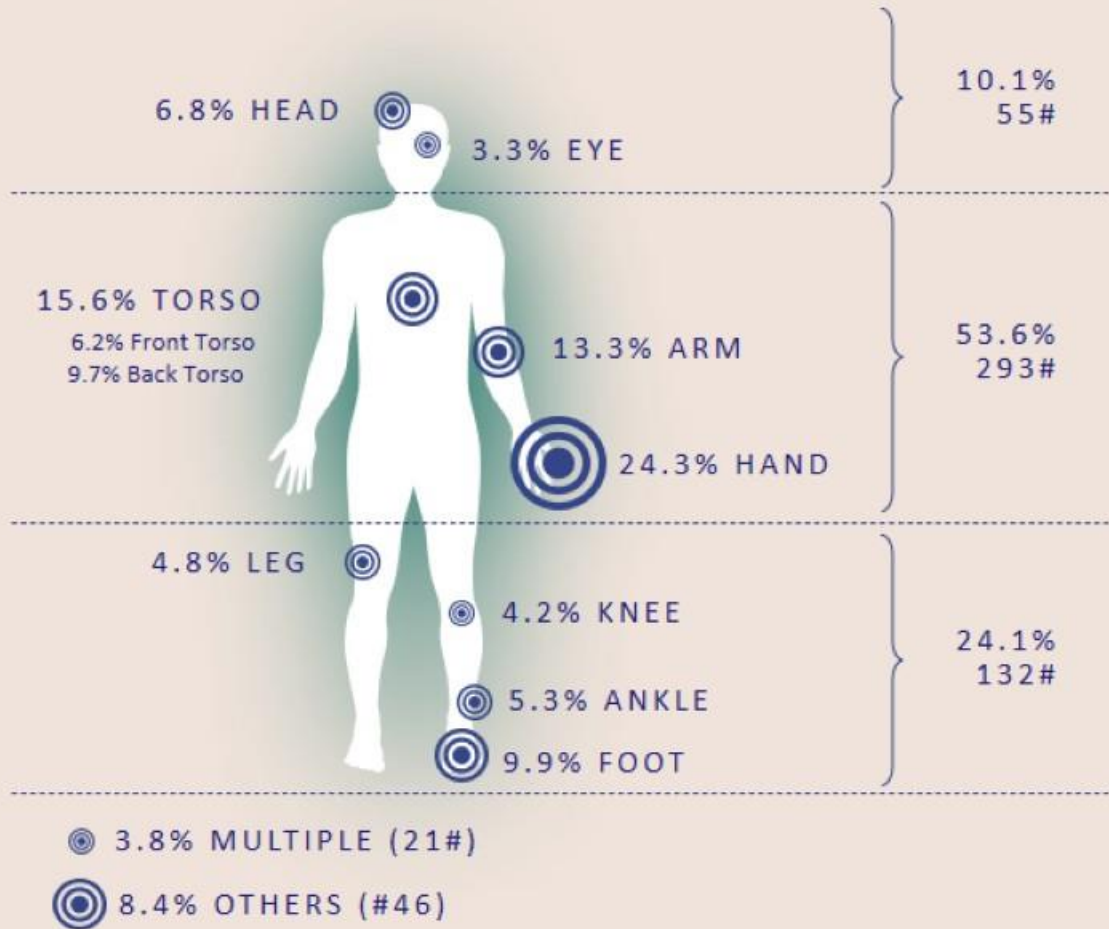
[# / 1 Mio Wh]



- 76% share of total lost time by the three functions of “Mechanic” and “Delivery Driver” and “Traffic Management”
- “Warehouse”, “Yard” and “Shop” personal count for another ~15% share

Three functions most exposed

Broad variety of impacted body parts



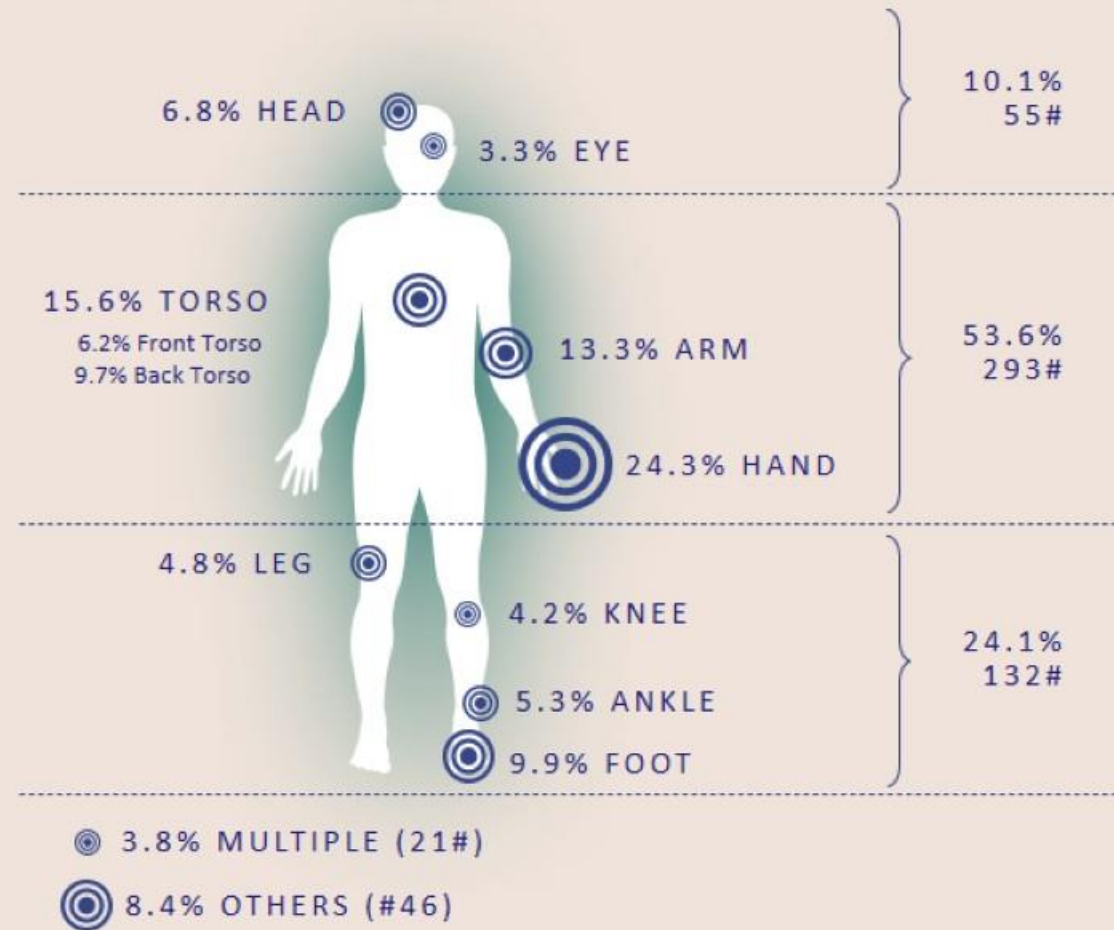
N = 547 Accidents

Summary and Conclusion

- The overall accident portfolio is showing a broad variety of impacted body parts
- In fact, every body part can be potentially impacted by an accident
- > 1/2 of all accidents are in the center body sections
- Single most affected areas with 2/3 of all accidents are hand, arm, foot and back torso
- “Hand-Arm System” is the area with most accidents and represent ~40% of the sample
- Broad variety and different function related focus areas and accident hot-spots

First indication only

Broad variety of impacted body parts

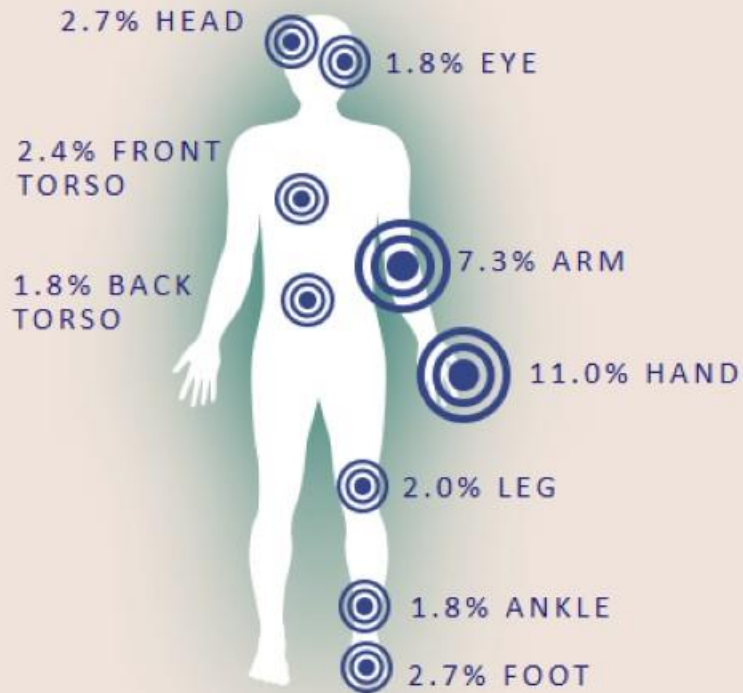


N = 547 Accidents

Four functions and related key accidents count for ~80%

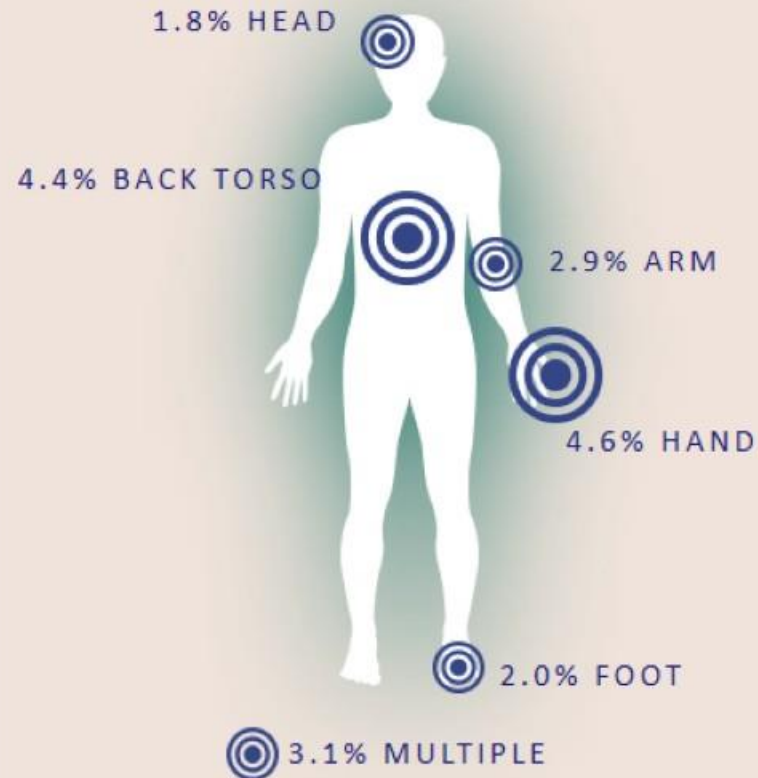
1# Mechanic - 35.5% share

[N=189 from 532 accidents]



2# Delivery - 26.3% share

[N=140 from 532 accidents]



3# Warehouse - 11% share

[N=59 from 532 accidents]



4# Traffic Mgmt. - 7.5% share

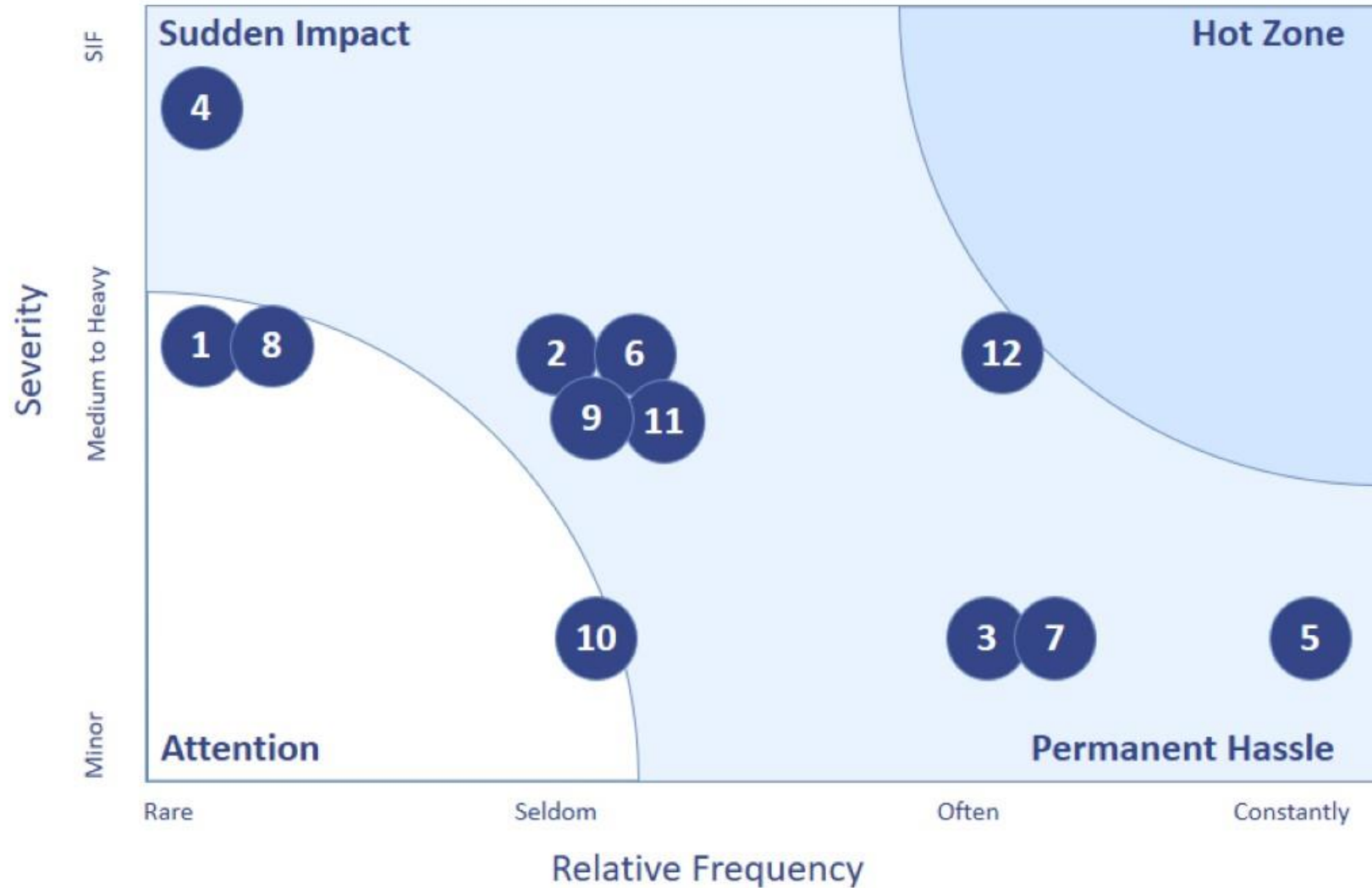
[N=40 from 532 accidents]



Remark 1: Selection method → Top 10% of "function vs body part" matrix = 18

Remark 2: Body part % is related to total accidents, values > 1.8%

Accident Root Cause Portfolio - from previous workshop



Top root causes

1. Contact & Collision
2. Slips & Trips & Falls
3. Minor Trapping
4. Heavy Crushing
5. Cuts & Bruises
6. Shocks
7. Substance splashes
8. Tipping
9. Falling objects
10. Jump off
11. Traffic
12. Eye

MECHANIC: key accidents

Function - Body part - Root cause - Severity



		POTENTIAL ACCIDENT EFFECTS	POTENTIAL ROOT CAUSE	SEVERITY
1	HAND	<ul style="list-style-type: none">• Bruises, cuts• Fractures	<ul style="list-style-type: none">• Minor trapping or contact & collision• Tools and equipment, hand-held tools• Shocks due to electrical, hydraulically, mechanical impact	low-med
2	ARM	<ul style="list-style-type: none">• Bruises, cuts• Sprains, fractures	<ul style="list-style-type: none">• Minor trapping• Tools and equipment, hand-held tools• Slips-trips-falls	low-med
3	HEAD, EYE	<ul style="list-style-type: none">• Impact, bruises• Eye: scratches on cornea, splinters, burns	<ul style="list-style-type: none">• Substance splashes• Chemical substances, particles	med-high
4	FRONT & BACK TORSO	<ul style="list-style-type: none">• Sprains, fractures	<ul style="list-style-type: none">• Slips-trips-falls• Low level, 1-2 steps, uneven ground, wet, stumble over objects	med-high
5	LEG - ANKLE - FOOT	<ul style="list-style-type: none">• Sprains, fractures	<ul style="list-style-type: none">• Slips-trips-falls• Low level, 1-2 steps, uneven ground, wet, stumble over objects	med-high
...	...	<ul style="list-style-type: none">• ...	<ul style="list-style-type: none">•

DELIVERY: key accidents

Function - Body part - Root cause



		POTENTIAL ACCIDENT EFFECTS	POTENTIAL ROOT CAUSE	SEVERITY
1	HAND	<ul style="list-style-type: none">• Bruises and cuts• Fractures / sprains	<ul style="list-style-type: none">• Minor trapping - tool or equipment• Tipping while loading or unloading	low-med
2	BACK TORSO	<ul style="list-style-type: none">• Musculoskeletal issues	<ul style="list-style-type: none">• Manual handling• Heavy weight and repetition	med-high
3	ARM	<ul style="list-style-type: none">• Bruises and cuts• Fractures / sprains	<ul style="list-style-type: none">• Minor trapping - tool or equipment• Tipping while loading or unloading	low-med
4	FOOT	<ul style="list-style-type: none">• Fractures / sprains	<ul style="list-style-type: none">• Slips-Trips-Falls, low level, 1-2 steps, uneven or slippery ground, stumbling over objects• Tipping while loading or unloading• Jump-off the vehicle	med-high
5	HEAD	<ul style="list-style-type: none">• Impacts, bruises, eye-injuries	<ul style="list-style-type: none">• Substance splashes (chemicals, water, particles)	med-high
6	MULTIPLE	<ul style="list-style-type: none">• Bruises, fractures• Depending on objects - bruises, cuts, fractures	<ul style="list-style-type: none">• Contact & collision at any body part between equipment and person• Falling parts, objects• Traffic accidents	any

OTHER: key accidents

Function - Body part - Root cause



POTENTIAL ACCIDENT EFFECTS

POTENTIAL ROOT CAUSE

SEVERITY

WAREHOUSE

1

HAND

- Bruises and cuts
- Fractures / sprains

- Minor trapping or contact & collision
- Tools and equipment, hand-held tools
- Tipping, loading or unloading

med

TRAFFIC MGMT

2

FOOT

- Fractures / sprains

- Slips-Trips-Falls, low level, 1-2 steps, uneven or slippery ground, stumbling over objects
- Tipping while loading or unloading
- Jump-off the vehicle

med