

EDITION 2019

DE WEG NAAR VEILIGHEID

wave

Wees Alert!
Veiligheid Eerst!

FROM ADDRESSING TO AGREEING

INSTRUCTIONS AND ANSWERS



X



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a VolkerWessels-game

THE ROAD TO SAFETY



a **VolkerWessels** game, edition 2019.

FROM ADDRESSING TO AGREEING

INTRODUCTION/GOAL OF THE GAME

There are Builders and Wreckers in this game. The Builders have to build a road from START to SAFETY. The Wreckers attempt to sabotage the building of the road. If the Builders have reached SAFETY within the allotted time, the Builders have won. If they do not succeed, the Wreckers have won.

But the game is not just about building and destroying. It has been developed for you and your colleagues to reflect on what constitutes a safe working environment. Although this is an enjoyable way of doing so, safety obviously is not a game—it is serious business. For VolkerWessels, it is of utmost importance to reflect on safety every single day.

In The Road to Safety©, the group engages in conversation about safety, rules, dilemmas and behaviour. There is often a great discrepancy between written rules, prescribed behaviour and everyday practice. We want people to be honest, to talk about the risks they face and take, to call on and help each other. At the end of the game, we would like each player to come up with a point for improvement. This has to be an activity that could be implemented tomorrow, directly improving the safety of your working environment. Of course, The Road to Safety© is also about winning. Which team is the first to reach a safe working environment?

The theme of the 2019 Safety Day is “from addressing to agreeing”.

This means many of the questions and assignments you will encounter in this game focus on this theme.

HOW TO PLAY THIS GAME?

We will explain the game in several steps:

Step 1 Teams draw a role card

Please make teams of minimum 2 and maximum 4 players.

There is a maximum of 5 teams that can participate in the game.

There are 6 role cards included in the game material.

There are "Builder" and "Wrecker" role cards.

In case of 3 teams: draw from 1 Wrecker and 2 Builder cards.

In case of 4 teams: draw from 1 Wrecker and 3 Builder cards.

In case of 5 teams: draw from 2 Wrecker and 3 Builder cards.

The game master shuffles the role cards and covertly hands each team one card.

Each team member looks at the card WITHOUT showing it to the other teams.

Everyone keeps their role a secret until the end of the game. The leftover role card will be put aside unseen. At the end of the game, the role cards will be revealed.

Step 2 Teams receive their playing cards

Put aside the role cards and shuffle the rest of the deck. Distribute the cards.

Each team receives 6 playing cards. One stack of face down cards remains, which will become a draw pile. Place it next to the playing board.

The youngest team begins (add up the participants' ages).

The other teams will follow clockwise.

Step 3 Playing the game

When it is your turn you can do one of three things:

1. Building, blowing up or repairing a part of the road.
2. Playing an Address card or an Agree card for yourself or for another team.
3. Foregoing your turn and placing a card face down on the discard pile.

After completing one of the actions above, you draw one new card from the draw pile on the table. This means that you always have six cards in your hands.

RULES OF THE GAME

- You can only play a card once you have answered the card's question correctly or have successfully executed the assignment. When your answer or solution is incorrect, you are not allowed to play the card. Instead, you put it on the discard pile and draw a new card.
- You have 1 minute to answer each question, unless the card states otherwise. The game master will watch the clock.
- The road parts have to be placed in the correct way, so they fit according to the designated tiles on the playing board.
- Road parts can be placed on the green sections of the playing board. Tunnelling under buildings, residential areas and mountains is the only way to continue building the road. Rivers and lakes can be traversed with bridges or tunnels. You can also try building the road around these obstacles.
- You can only start a new road at START (not just anywhere on the playing board).
- If you receive an Address card, you have to skip one turn.
- If you receive or play an Agree card you can EITHER build two parts of the road in one turn OR (if you have just received an Address card) you can avoid skipping a turn and play one card.
- If you played two cards, you can take two cards from the drawing pile.
- Address cards and Agree cards can be played to benefit or disadvantage other teams. This means you can help each other or make it impossible for them to play.
- An Explosion card can be placed on any part of the (constructed) road. If this card is played, the road becomes impassable.
- A dead-end road can be removed with an Explosion card. After that, a Clean Up card needs to be played before the road can be built up again.
- A Clean Up card can only be played ON TOP OF an Explosion card.
- If after an Explosion card, a Clean Up card has been played, the three cards on that part of the playing board will be removed and placed on the discard pile (the original road part + the Explosion card + the Clean Up card).

SPECIAL CARDS

Parts of the road	These speak for themselves. Watch the drawn tiles on the playing board. These indicate how the road parts have to be placed. Special parts of the road are the bridge and the tunnel.
Address card	These can be used to overcome obstacles on the playing board.
Agree card	You have not complied with the WAVE rules! Skip one turn.
Explosion card	You're doing well! You can play two turns in a row.
	This is for blowing up a part of the road. This means no road parts can be added there.
Clean Up card	This card is for cleaning up the chaos following the explosion, so you will be able to continue building the road.

THE END

1. You play the game until the road has been finished, or until further building of the road has become impossible. This means that either there are no more cards in the deck, or there are no more cards available with which to continue building the road.
2. If the end time has been reached, stop the game. If the way to SAFETY has been completed within the allotted time, the Builders have won. Otherwise, the Wreckers have won.

Take five minutes at the end of the game to reflect on the following questions:

- What was it like to play this game together?
- What have I learnt?
- What will I do differently in my work tomorrow?

N.B. If discussion arises regarding the answers to the cards' questions: all questions have been created and thoroughly checked by safety specialists working at VolkerWessels. The starting point for these questions is legislative rules and regulations and VolkerWessels' own safety rules and values. If the discussion takes too long, cut it short and ask participants to look it up after the meeting.

BOOK OF ANSWERS

KNOW-HOW QUESTIONS

- 1) Crystalline silica (quartz) is released during machinic operations. When this enters the lungs, it can cause silicosis (black lung disease).
- 2) On a yearly basis.
- 3) Yes, it is necessary to secure both the top and bottom, as well as secure it safely and use anti-slip materials. Always ensure a stable foundation.
- 4) There is no fixed rule for this; you will need to report on anything that you deem unsafe or unhealthy. Better safe than sorry, and of course it is also necessary to confront the person directly with their unsafe behaviour.
- 5) Yes, this is definitely a part of the safety enforcement policy. The works council (OR) has determined this.
- 6) From addressing to agreeing.
- 7) False.
- 8) False (more information: in a trench, you are ONLY allowed to cut the cable. Outside of the trench, you are permitted to cut or saw it).
- 9) >2.50m, although VW employs 1.80 in some operating companies. It is thus dependent on the working situation. 2.50m is the legal height.
- 10) These are all the tools and equipment that are necessary to carry out the work, not just the machines. (More information: production-oriented work equipment should be tested and approved. To be clear: this does not just apply to hoisting devices and to electrical hand tools).
- 11) A.
- 12) I accept the fact that someone confronts me with my behaviour.
- 13) No, this was one of the causes of a deadly accident that happened at KWS (this will become standard policy in 2019 in VolkerWessels (to prohibit musical devices)).
- 14) No, you need to secure the installation so it cannot be turned on (e.g. NEN3140).
- 15)
 - a) verbal warning (reprimand),
 - b) written warning,
 - c) suspension, possibly followed by training obligations or one of the other sanctions,
 - d) temporal or permanent discharge from the current function and replacement to a lower one,
 - e) dismissal (on the spot if necessary).

- 16) a) removal from the construction site,
b) to blacklist someone.

EVERYDAY PRACTICE QUESTIONS

- 1) – Cyclist is swaying between mini crane and compressor.
– Public safety is compromised.
– Taking care of third parties.
– Room for improvement: setting up a perimeter that adheres to the CROW guidelines.
- 2) – The pillars are missing scaffolding boards.
– The scaffolding floor has not been closed up in a correct way.
- 3) – A tethered safety harness is obligatory.
– Demonstrable instruction should be provided.
- 4) – A tethered safety harness is obligatory.
– Does not wear a helmet.
- 5) AHS expects you to tackle the source, take collective measures (technical or organisational), individual measures. Because you are working with multiple colleagues, collective measures should take precedence. This means placing fencing is a better measure.
- 6) No; it is not allowed to execute electrical activities using electrical equipment (with a plug) while in a crawl space. The maximum distance to the manhole is 7.5 metres (in combination with the height).
Bonus: manhole observer is missing.
- 7)
 1. Danger of tripping.
 2. The hood/cover is too high up.
 3. The electricity cables will be damaged.
 4. Order and tidiness.
 5. No dust extraction is present.
- 8) No, you should never lace a chain. A stop would have been better; is the spring of the valve attached correctly?
- 9) – The employee that is furthest away is working next to a huge land load.
– He is also working close to a crane.
- 10) You praise the employees. They have worked carefully, their barriers and PBM's are all-in order (even though the labels on the barriers are the wrong way around).
- 11) – The employees could place the post and plank on the other side, instead of working with their backs to the tracks.
– A safety guard is missing (this scene has been staged).

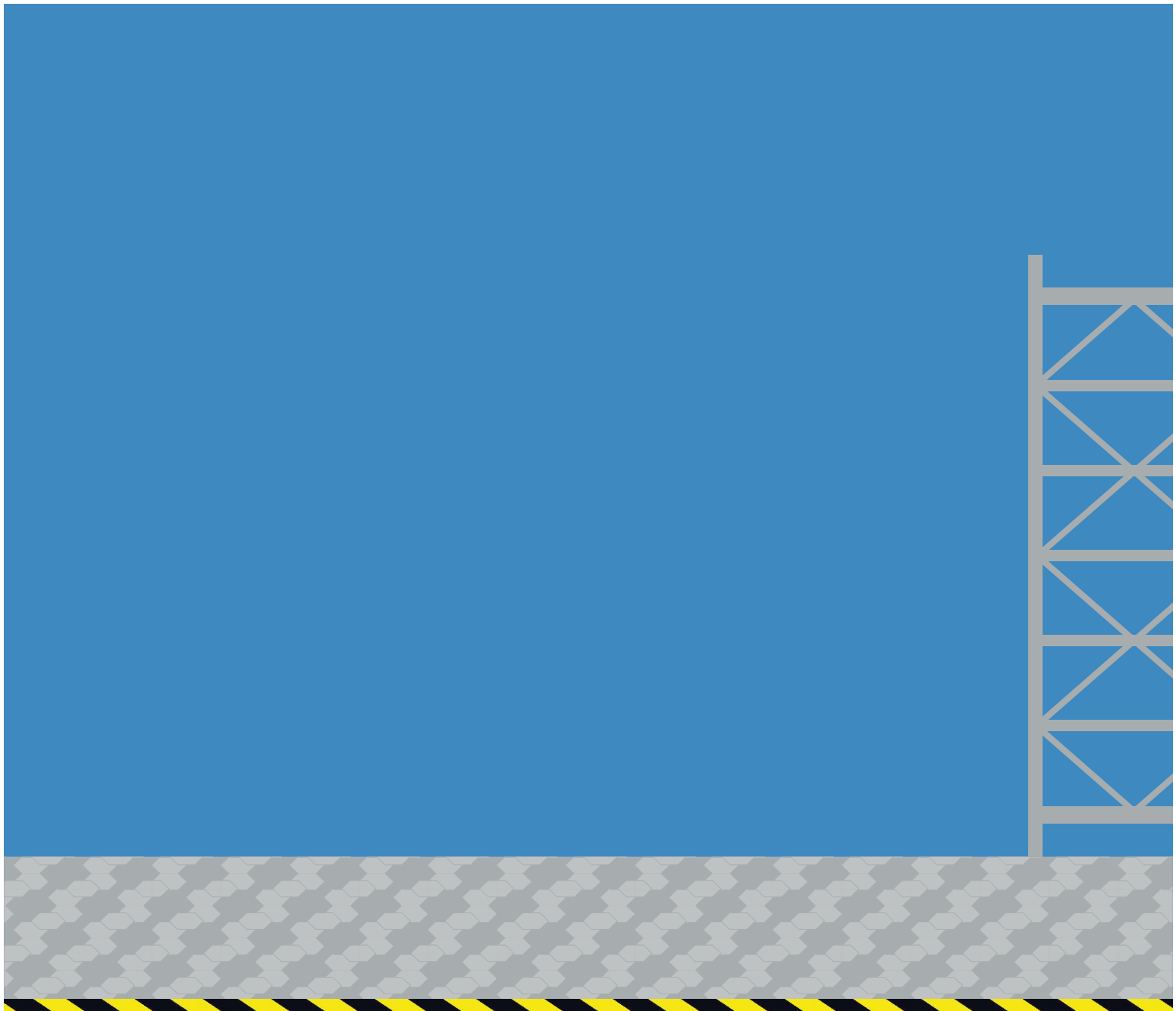
- 12) It is not permitted to walk or stand on a pipe; the practice is unsafe.
- 13) – Close off the cage.
– Check and use safety belt.
– Be aware of the knikmops (shovel).
- 14) – Set up the construction site (store the concrete slabs).
– Transport and the logistical set-up are insufficient.
– Danger of tripping.
- 15) – Operation dead man's handle.
– Is the grinding wheel sealed shut?
– Has he checked the expiry date and maximum permissible speed?
(this can be found on the core of the grinding wheel).
- 16) This is about the upper-most scaffolding floor.
– The thickest point of the 'tube pipe' has not been covered.
– There is also danger of tripping.
– The distance from the scaffolding board to the wall is too big.
- 17) YES! (This is a common cause of accidents). This has been staged.

Answers to the "assignment" and "truth or dare" questions will be approved or declined by the group (together with the game leader).





The Road to Safety© is a game that has been developed by
Salsaparilla in cooperation with VolkerWessels
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Artwork:



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