

KMS workshop safety levels

There must be at least two people at the Shed for any member to operate the workshop. This is a requirement of the Shed's insurance.

The workshop safety system is based on the risks associated with different workshop equipment. User levels are set by a workshop supervisor after assessing the skills of the member concerned.

Workshop supervisors are appointed by the Management Committee, usually in the recommendation of an existing supervisor..

Level	User level	Equipment level
No level	Default for new members. May only use the workshop under the supervision of a supervisor (Level 5).	None
Level 1	Hand tool user. Authorised to use Level 1 equipment unsupervised.	Hand tools. Includes spanners, hammers, files, vices, handsaws, handplanes, chisles, garden tools and similar equipment.
Level 2	Power tool user. Authorised to use Level 1 and Level 2 equipment unsupervised.	Hand held power tools. Includes hand-held power tools such as routers, drills, joinery tools both corded and cordless.
Level3	Basic machine user. Authorised to use Level 1, Level 2 and Level 3 equipment unsupervised.	Basic workshop machines. Includes drill presses, bandsaws, belt sanders, bench grinders, wood and metal lathes and thicknesser.
Level 4	Advanced machine user. Authorised to use Level 1, Level 2, Level 3 equipment unsupervised. Also authorised to use specific Level 4 equipment for which they have been certified by a workshop supervisor. Note: Level 4 users must make an undertaking only to use Level 4 equipment on which they have been tested and approved.	Sawing machines and other high-risk machines. Includes the panel saw, triton saw bench, drop saws, wood and metal bandsaws, chainsaws, welders and other high-risk equipment. RESTRICTED USE
Level 5	Supervisor. Access level is the same as level 4. Must be approved by Management Committee.	No additional equipment

New member induction and member testing at **10:00 am on the first Thursday of each month** or by direct arrangement with a workshop supervisor