EQUIPMENT: 3D PRINTER

Job/Task Step	Hazard	Hazard Control Method/PPE
Inspect Equipment/PPE Check/Buddy System	N/A	 Don all required PPE for use of the 3D Printer. Approved Safety Glasses with side shields and Gloves. Ensure that you communicate with someone in the space of your activities and have them review this document with you so all hazards are known.
Inspect the 3D Printer and it's electrical cord for damage prior to use.	Shock Hazard	 If cord is frayed or damaged, do not use and remove from service until repaired.
Program and start the printer.	Pinch Points, Hot Surfaces	 Prior to programming the printer, close the door to prevent injury from unwanted movement. Do not touch the tip of the nozzle head once the printer is on. It will be extremely hot.
Turn off and remove printed material.	Hot Surfaces	 Allow time for your printed material to cool. Wear gloves at all times.
Clean the area.	Hot Surfaces, Flying Debris	 Wear gloves while removing any small pieces of plastic from the printer. Wear safety glasses to prevent eye injury.

Lockout/Tag out information

Only Authorized Individuals who completed the appropriate Lockout/tag out training may complete lockout/tag out.

Individuals must review the MakerSpace Lockout/Tag out Procedure prior to applying locks and tags.

Before shutting down the equipment, authorized individual must have knowledge of the type and magnitude of the energy to be controlled and the methods or means to control the energy.

If your Supervision has not authorized you to perform LO/TO, you must get an Authorized Individual to do so.

- The equipment is plugged into a wall socket not hard wired.
- After notifications have been made, the authorized individual may unplug the printer and apply the can cover over the plug and apply the lock.

- The key must stay in the possession of the authorized individual at all times.
- The tag must be filled out completely with the following;
 - o Name
 - Contact information
 - o Date
 - o Reason for LO/TO
- Once the job is completed, the lock and tag may be removed by the same authorized individual that applied it.
- If the job last longer that the authorized individual's shift, transfer may be made and must follow the MakerSpace LO/TO procedure.