

PWM UK Ltd comply with the Railway and other Guided Transport Systems Regs (ROGS) and NR/L2/OHS/003, with respect to safe working hours and our shifts are managed so that our workforce has sufficient rest to safely execute their duties.

We will manage working hours to ensure that staff carrying out safety critical work do not become unfit due to fatigue and will apply the principles of the HSE Fatigue Risk Index Calculator.

In order that we effectively manage our workforces' fatigue we commit to:

- developing and maintaining internal procedures to prevent employees or subcontractors from working excess hours or shifts,
- not roster more than twelve hours per period of duty/shift.
- not permit more than thirteen consecutive periods of duty to be worked in any fourteen-day period.
- allowing a minimum of twelve hours between booking off from a period of duty/shift to booking on for the next period of duty/shift.
- allow a maximum working day, including travel time, of 14 hours door to door,
- apply a weekly working time monitoring of 60 hours (level 1) with a maximum of 72 hours (Level 2),
- monitor hours of work (rostered and actual),
- maintain an up-to-date list of individuals who have opted out of the Working Time Regulations maximum 48 hour working week,
- Ensuring staff and subcontractors are aware of the WorkSafe Policy and procedure and are encouraged not to work excessively if they consider it to be unsafe.

The limits stated above must not be exceeded except in an emergency.

In the event of an emergency requiring excess hours to be worked, a suitable and sufficient risk assessment must be completed and accepted by a representative of PWM management prior to the excess hours being worked. This may involve a telephone call to the office or to the out of hours representative.

Any work carried out for other employers or sponsors must also be notified to the company in advance, to ensure that total hours conform to the PWM Fatigue Management Policy.



Alex Murphy
Managing Director
1st July 2023