## HAWAII CONSTRUCTION CAREER DAYS September 29 or 30, 2022 Aloha Stadium 99-500 Salt Lake Boulevard Honolulu, Hawaii

## SAFETY RULES & DRESS CODE

PARTICIPANTS (STUDENTS AND ADULT CHAPERONES) WHO DO NOT COMPLY WITH THE DRESS CODE OR SAFETY RULES WILL NOT BE ALLOWED TO PARTICIPATE.

## DRESS CODE

All participating students and chaperones will receive a Construction Career Day (CCD) bag containing personal protective equipment appropriate for the day's activities. Each bag will include a hard hat, eye protection (i.e., safety goggles), and ear plugs.

- All participants must wear covered shoes, long pants, and a shirt or blouse.
- Participants wearing tank tops, shorts, dresses, skirts, and/or open-toe shoes (e.g., sandals, slippers, etc.) will <u>not</u> be allowed in the equipment and demonstration areas.
- Participants must tie back long hair.
- Participants must remove *dangling* jewelry (e.g., necklaces, earrings, piercings, etc.)
- Participants must not carry iPods or MP3 players, cell phones, Bluetooth earphones, or any other type of electronics.
- Participants must wear the event-issued hard hat and eye protection at all times. Participants will be instructed when ear protection is required.
- Masks will be required, and participants must observe all COVID-related requirements in place for this event.

## SAFETY RULES

Heavy equipment machinery stations can be extremely hazardous. Students will be briefed on the safety rules of each particular machine or equipment on the day of the event.

- Participants must wear the event-issued hard hats at all times. Participants must not switch hard hats with other participants.
- Students must remain with their chaperones in the assigned area at all times.
- Participants must stay behind all areas designated with safety barriers, cones, and/or "caution" tape unless instructed otherwise by the CCD event volunteers.
- Participants must obey the instructions provided by CCD event volunteers at all times and refrain from running or "horseplay" during the event.