

Results for: Trenching and Excavation Safety

Company Name: SCC

Points: 80 out of 100

Duration: 0:0:42

Percentage:



Question 1 of 10

A Competent Person is defined as someone who understands protective systems but is unable to recognize hazards in a trench.

Correct answer: (B)

Selected answer: (A)

A) True

B) False

Question 3 of 10

Scenario: A trench is 10 feet deep and 3 feet wide at the bottom. If you have Type B soil and slope the side walls, the trench should be at least how wide at the top?

Correct answer: (C)

Selected answer: (C)

A) Six feet

B) 20 feet

C) 23 feet

D) 26 feet

Employee Name: Todd Blanchard

Title: Trenching and Excavation Safety

Date finished: Nov Wed November 2018 11:16

Date started: Nov Wed November 2018 11:15

Question 2 of 10

Type C soil is to be benched at 1:1 or 45 degrees.

Correct answer: (B)

Selected answer: (B)

A) True

B) False

Question 4 of 10

The four protective systems that can be used in a trench are sloping, benching, shoring and shielding.

Correct answer: (A)

Selected answer: (A)

A) True

B) False

Question 5 of 10

In the standard utility marking colors, gas is marked in what color?

Correct answer: (B)

Selected answer: (B)

A) Red

B) Yellow

C) Blue

Question 7 of 10

Water must be removed from a trench before workers can enter the trench.

Correct answer: (A)

Selected answer: (A)

A) True

B) False

Question 9 of 10

A trench needs a protective system if it is 5' or deeper or if it is unsafe at any depth.

Correct answer: (A)

Selected answer: (A)

A) True

B) False

Question 6 of 10

A trained spotter must be used when digging around underground utilities.

Correct answer: (A)

Selected answer: (A)

A) True

B) False

Question 8 of 10

A means of egress is required in a trench if the trench is at least 5' deep.

Correct answer: (B)

Selected answer: (A)

A) True

B) False

Question 10 of 10

Type A soil must be downgraded to type B soil if the soil is subject to vibration.

Correct answer: (A)

Selected answer: (A)

A) True

B) False