



Results for:
Scaffolding Safety

Company Name:
Greystone Plastering

Points:
90 out of 100

Duration:
1 min, 46 sec

Percentage:

90.00%

Employee Name:
Mike Stonehocker

Title:
Scaffolding Safety

Date finished:
Jul Tue July 2021 03:48

Date started:
Jul Tue July 2021 03:46

Question 1 of 10

Falls and scaffold collapse are two of the biggest potential hazards while working with scaffolding.

Correct answer: **(A)**

Selected answer: **(A)**

A) True

B) False

Question 3 of 10

It is ok to set up scaffold planks across the rungs of a ladder?

Correct answer: **(B)**

Selected answer: **(B)**

A) True

B) False

Question 2 of 10

How often must a scaffold be inspected?

Correct answer: **(A)**

Selected answer: **(A)**

A) Daily prior to use

B) Weekly

C) Monthly

Question 4 of 10

If a scaffold is not safe to use, it should be fully dismantled or clearly tagged "Do Not Use".

Correct answer: **(A)**

Selected answer: **(A)**

A) True

B) False

Question 5 of 10

How should you climb or descend a scaffold?

Correct answer: **(B)**

Selected answer: **(B)**

)

)

A) Using the cross-braces

Question 7 of 10

The working platform does not have to be fully planked as long as the guardrails are in place.

Correct answer: **(B)**

Selected answer: **(B)**

A) True

B) False

Question 9 of 10

It is important to read and follow the manufacturer instructions.

Correct answer: **(A)**

Selected answer: **(A)**

A) True

B) False

Question 6 of 10

To protect others, it is important to ensure any tools and materials on the scaffold are secure.

Correct answer: **(A)**

Selected answer: **(A)**

A) True

B) False

Question 8 of 10

Items on a scaffold to inspect include:

Correct answer: **(A)**

Selected answer: **(A)**

A) Planks, guardrails, braces, scaffold foundation

B) Planks, pins, power actuated tools

Question 10 of 10

According to federal OSHA, a scaffold must be tied off (braced) if it is _____ times the width of the base.

Correct answer: **(B)**

Selected answer: **(A)**

A) 3

B) 4

C) 5

D) 6