

Greater Amman Municipality Health & Safety Policy

GAM has developed a well-defined health and safety, environmental, and social policies and mechanisms for controlling the behavior of people who work within its organization. The policies exist to ensure, in a given situation, that people will behave in a way that is predictable, advisable, and in the best interests of the organization and the person.

GAM, the developer of Amman Bus Project is committed to provide a healthy and safe working environment for all its employees, contractors, and users.

GAM lives up to the policies by:

- Reducing the risk of accidents and injuries by eliminating, isolating, or minimizing hazards that may cause personal injury, occupational illness or property damage.
- Complying with legislation, codes of practice and industry standards and establishing safe systems of work for all activities, as laid down in documented Health and Safety manuals and related procedures.
- All Managers, Engineers, Supervisors, and Contractors are accountable for the health and safety performance within their work area.
- Consulting with and encouraging the full participation of all employees in all aspects of implementing and continuously improving applied health and safety system and performance.
- Setting health and safety procedures and the internal auditing of workplace safety management practices.
- Continually improving workplace safety, reporting any hazardous situation, applying set procedures & forms and ensuring proper communication to all interested parties.
- Providing employees with necessary training on prevention and are informed on the nature and impacts of the risks to which they are exposed or generated by their activities.
- Communicating this policy to all interested parties by different means; verbal, written or published on the website.
- Reviewing Health and Safety Policies, manual, procedures, forms, risk assessment and environmental impact annually.

On behalf of GAM,

Yousef Al-Shawarbeh

Mayor of the Greater Amman Municipality