



worktrainers

ENVIRONMENTAL POLICY STATEMENT

Worktrainers and GAME Traffic and Contracting make every endeavour to minimise the impact on the environment during daily operations. We believe that our responsibilities include protecting the environment as well as supplying quality services to our customers.

We have a professional management structure and a comprehensive set of standard operating procedures for all tasks performed by our staff.

Our commitment to minimising adverse effects on the environment and public is put into practice in the following ways:

- Striving to eliminate or minimise impact to the environment through thorough planning and sound decision making processes.
- Conducting all activities in accordance with all Local, State and Federal legislation environmental regulations and requirements.
- Seeking wherever practical to make use of renewable resources and minimise the waste of non-renewable resources.
- Reducing or recycling as much waste as practicable.
- Ensuring staff receive information and relevant training in relation to environmental factors effecting areas of operation.
- Conduct regular environmental audits to ensure the systems in place are being followed and are effective.
- Working closely with all our customers to ensure compliance with their Environmental Management Plan at specific work sites.
- Making all our staff aware of this policy and our commitment to the protection of the environment.

We aim at all times to set best practice standards and are committed to:

- The purchase and use of materials, substances and equipment that are environmentally friendly and minimise environmental impacts and pollution where practical.
- Recycling materials and substances within all our offices and depots.
- Regularly reviewing our activities to bring about better outcomes in our environmental performance.
- Continually improving the effectiveness of environmental management systems.

Josh Hudson
CEO
Worktrainers Ltd

Max Allen
General Manager
GAME Traffic & Contracting

