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Updated NASC SG6:22 Manual Handling pocket-sized User Guide to be released Spring 2023

The SG6:22 'Management of Manual Handling in the Scaffolding Industry' training suite is undergoing a review, with the updated pocket-sized User Guide due for re-release this Spring.

The package, produced by the NASC with input from HSE, comprises of three resources:

- The SG6 Management of Manual Handling in the Scaffolding Industry guidance note, released in 2022, and available for download from the NASC website.
- The A6, pocket-sized SG6 User Guide for scaffolders, due for imminent release
- SG6 Manual Handling Training Video, currently in process.



The updated A6 booklet has been thoroughly refreshed, including new illustrations throughout, and has had its final proofread. It will be available to purchase from the NASC website this Spring.

The Training video is also getting a revamp; "Many years ago, we produced a manual handling video" says NASC H&S Manager Steve Kearney, "We are now working with Superbeam media production to produce an updated version focusing on the relevant issues and the required learning needed to keep everyone safe from injury in the scaffolding sector."

Steve added: "The video is in its early stages yet, but we're sure that it – working alongside updated guidance and pocketbooks – will help manual handling trainers, and those in control of scaffolding operations, produce safer and better trained scaffolding operatives."

"But we are not stopping there," adds Steve. "We see huge potential to expand our training repertoire through working with Superbeam. We are currently in discussions about using open-world gaming software to reproduce a training environment in which avatars can freely roam." This means users can see in detail potential working situations and hazards.

Superbeam's founder Tiernan Dixon visited the NASC's office this week to discuss the video production with Steve and new NASC Marketing Manager, Sophie Price. "Open-world games can provide immersive experiences that have immense replay value. In a training environment, that ability to replay, and the realism of these types of software become an incredible tool for learning."