

BASIC ELECTRICAL SAFETY COMPETENCE (BESC)

THE ELECTRICITY COMPANIES WANT



YOU TO WORK SAFELY

BESC is a registration scheme, adopted by the Electricity Companies, to check that you are working safely on or near their operational plant and equipment. The scheme is open to all, irrespective of gender, race, creed, age or special needs.

An Assessor will come to the site where you are working. He will look at the risk assessments, method statements, work instructions and safety documentation to familiarise himself with the work you are doing.

He will then meet you, your Supervisor and other members of your working party to explain what he is going to do. He will also explain what you can do if you are unhappy with the results of his assessment.

Your working party will be issued with coloured armbands to help the Assessor identify particular individuals during the assessment. You can then start or continue working as you would normally do.

The Assessor will watch what you and your team are doing and complete an assessment document. The time this will take will vary according to the jobs you are doing. He will not interfere in any way with your work.

When he has completed his assessment he will meet you again to explain his findings. At this stage he may wish to ask a few questions of particular members of the working party. If you fail the assessment an Action Plan will be agreed with you to lead you to being reassessed in the future.

If you disagree with any of the findings of the Assessor there is an Appeals Procedure you can follow, a copy of which has been sent to your company.

You will be registered on the Energy Utilities Skills Register and will receive an identity card. Whilst the administration process is completed a 'cover note' will be issued, valid for 35 days to provide proof of your competence.

Registration is valid for 3 years, after which time a further assessment will need to be done for you to remain on the register. *For further information please contact KeFax on 01623 422099.*