

1 | General Information and Overview

Product	Risk assessor
<p>Product name: Blenders</p> <p>Product category: Electrical household products</p> <p>Description: This is a risk assessment template for blenders. It describes likely injury scenarios linked to non-conformities with the following clauses of EN 60335-2-14:2006:</p> <p>Clause 8 - protection against access to live parts Clause 15.2 - moisture resistance, overfilling Clause 20.1 - stability and mechanical hazards, stability Clause 20.2 - stability and mechanical hazards, access to sharp edges</p> <p>How to use Users of the template should select the scenario(s) corresponding to the non-conformities identified for the product under assessment. All other scenarios can be deleted. The probabilities are estimated in the remaining scenarios. The scenarios presented in the template are likely scenarios. Users should ensure that the scenarios are suitable, that the steps are correct and that the injury level is appropriate.</p> <p>Disclaimer: The template has been developed by a Joint Action working group composed of market surveillance experts. The intention is to support market surveillance officials assessing the risk with a particular product as part of a market surveillance case. The template is not authorized or endorsed in any way and it is not binding for Member State market surveillance authorities. The contents of the original</p>	<p>First name:</p> <p>Last name:</p> <p>Organisation:</p> <p>Address:</p>

Product	Risk assessor
<p>template is subject to change without notice.</p> <p>Disclaimer: This Risk Assessment Template arises from the Joint Market Surveillance Action on GPSD Products – JA2015, which received funding from the European Union in the framework of the ‘Programme of Community Action in the field of Consumer Policy (2014-2020)’. The content of this document represents the views of the author only and it is his sole responsibility; it cannot be considered to reflect the views of the European Commission and/or the Consumers, Health, Agriculture and Food Executive Agency or any other body of the European Union. The European Commission and the Agency do not accept any responsibility for use that may be made of the information it contains.</p>	

2 | Product risks - Overview

- Scenario 1 : To be determined - The blender is constructed in a way so that live parts are accessible. A child uses the blender without being aware of the electrical risk. The child accidentally touches live parts. The child gets an electric shock.
- Scenario 2 : To be determined - The blender is constructed in a way that doesn't adequately prevent liquids from getting in touch with live parts. The user overfills the blender and doesn't use the blender lid. Liquid penetrates into the blender and gets in touch with live parts and controls. The consumer touches controls and gets an electric shock.
- Scenario 3 : To be determined - The stability of the blender is insufficient. The blender is filled with hot liquid. It is used on a slightly sloped surface. The blender tips over. Hot liquid is spilled on the user that suffers second degree burns.
- Scenario 4 : To be determined - The blender lid can open without the blades stopping. The user is blending food when the blender is blocked. The user opens the lid and puts the hand into the blender to remove the blockage. The blades restart and the user cuts his finger and hand.

Scenario 1 : Older children - High/low voltage

1 | Product hazard

Hazard Group: **Electrical energy**
Hazard Type: **High/low voltage**

2 | Consumer

Consumer type: **Older children - 8 to 14 years (Vulnerable consumers)**

3 | How the hazard causes an injury to the consumer

Injury scenario: **The blender is constructed in a way so that live parts are accessible. A child uses the blender without being aware of the electrical risk. The child accidentally touches live parts. The child gets an electric shock.**

4 | Severity of Injury

Injury: **Electric shock**
Level: **2 Local effects (temporary cramp or muscle paralysis)**

5 | Probability of the steps to injury

Step	Step(s) to Injury	Probability
1	The blender is constructed in a way so that live parts are or can become accessible.	1
2	An older child uses the blender without being aware of the electrical risk.	0
3	The child accidentally touches live parts.	0
4	The child gets an electric shock.	0

Calculated probability	Overall probability	Risk of this scenario
To be determined	To be determined	Risk to be determined

Scenario 2 : Other consumers - High/low voltage

1 | Product hazard

Hazard Group: **Electrical energy**
Hazard Type: **High/low voltage**

2 | Consumer

Consumer type: **Other consumers - Consumers other than vulnerable or very vulnerable consumers**

3 | How the hazard causes an injury to the consumer

Injury scenario: **The blender is constructed in a way that doesn't adequately prevent liquids from getting in touch with live parts. The user overfills the blender and doesn't use the blender lid. Liquid penetrates into the blender and gets in touch with live parts and controls. The consumer touches controls and gets an electric shock.**

4 | Severity of Injury

Injury: **Electric shock**
Level: **2 Local effects (temporary cramp or muscle paralysis)**

5 | Probability of the steps to injury

Step	Step(s) to Injury	Probability
1	The blender is constructed in a way that doesn't adequately prevent liquids from getting in touch with live parts.	1
2	The user overfills the blender.	0
3	The user doesn't use the blender lid.	0
4	Liquid penetrates into the blender and gets in touch with live parts and controls.	0
5	The user touches the blender controls and gets an electric shock.	0

Calculated probability	Overall probability	Risk of this scenario
To be determined	To be determined	Risk to be determined

Scenario 3 : Other consumers - Hot liquids

1 | Product hazard

Hazard Group: **Extreme temperatures**

Hazard Type: **Hot liquids**

2 | Consumer

Consumer type: **Other consumers - Consumers other than vulnerable or very vulnerable consumers**

3 | How the hazard causes an injury to the consumer

Injury scenario: **The stability of the blender is insufficient. The blender is filled with hot liquid. It is used on a slightly sloped surface. The blender tips over. Hot liquid is spilled on the user that suffers second degree burns.**

4 | Severity of Injury

Injury: **Burn/ Scald (by heat, cold, or chemical substance)**

Level: **2 2°, 6-15% of body surface**

5 | Probability of the steps to injury

Step	Step(s) to Injury	Probability
1	The stability of the blender is insufficient.	1
2	The blender is filled with hot liquid.	0
3	It is used on a slightly sloped surface.	0
4	The blender tips over.	0
5	Hot liquid is spilled on the user that suffers second degree burns.	0

Calculated probability	Overall probability	Risk of this scenario
To be determined	To be determined	Risk to be determined

Scenario 4 : Other consumers - Sharp edge

1 | Product hazard

Hazard Group: **Size, shape and surface**

Hazard Type: **Sharp edge**

2 | Consumer

Consumer type: **Other consumers - Consumers other than vulnerable or very vulnerable consumers**

3 | How the hazard causes an injury to the consumer

Injury scenario: **The blender lid can open without the blades stopping. The user is blending food when the blender is blocked. The user opens the lid and puts the hand into the blender to remove the blockage. The blades restart and the user cuts his finger and hand.**

4 | Severity of Injury

Injury: **Laceration, cut**

Level: **2 External (deep) (>10cm long on body), (>5cm long on face) requiring stitches, Tendon or into joint, White of eye or Cornea**

5 | Probability of the steps to injury

Step	Step(s) to Injury	Probability
1	The blender lid can open without the blades stopping.	1
2	The user is blending food when the blender is blocked.	0
3	The user opens the lid and puts the hand into the blender to remove the blockage.	0
4	The blades restart and the user cuts his finger and hand.	0

Calculated probability	Overall probability	Risk of this scenario
To be determined	To be determined	Risk to be determined