

**NERC**

NORTH AMERICAN ELECTRIC  
RELIABILITY CORPORATION

# Improving Human Performance:

From Individual to Organization and Sustaining the Results

March 27<sup>th</sup> 2012

**RELIABILITY | ACCOUNTABILITY**



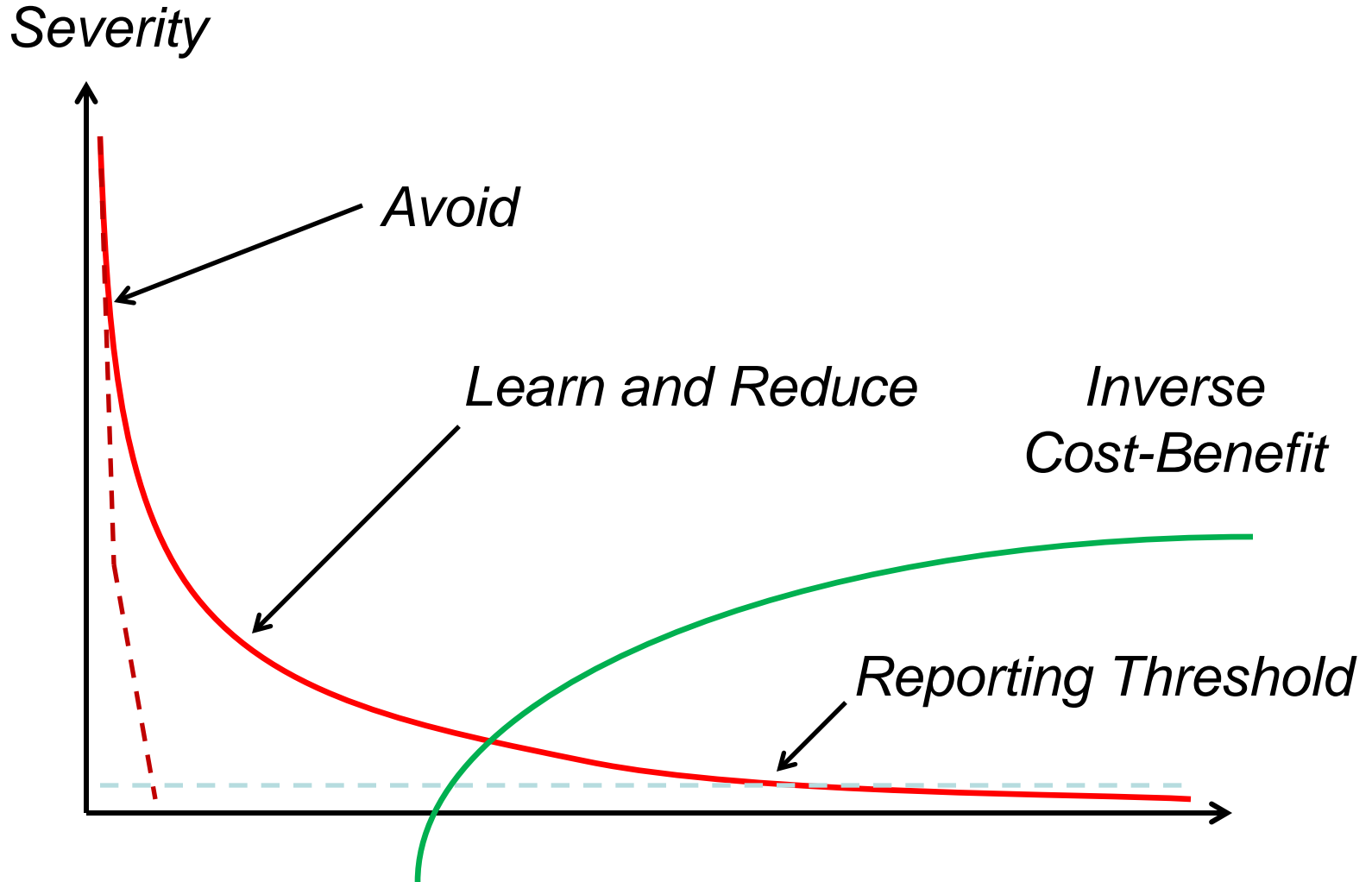
- **Reliability – addressing real problems to improve the reliability of the grid.**
- **Accountability – being accountable to customers, the industry and government for the performance of the grid.**
- **Learning – enabling the industry to learn from experience to improve future reliability performance.**
- **Risk-based model – focusing actions and programs on issues most important to grid reliability.**

- Misoperations of relay protection and control systems
- Human errors by field personnel
- Ambiguous or incomplete voice communications
- Right-of-way maintenance
- Changing resource mix
- Integration of new technologies
- Preparedness for high impact, low frequency events
- Non-traditional threats via cyber security vulnerabilities

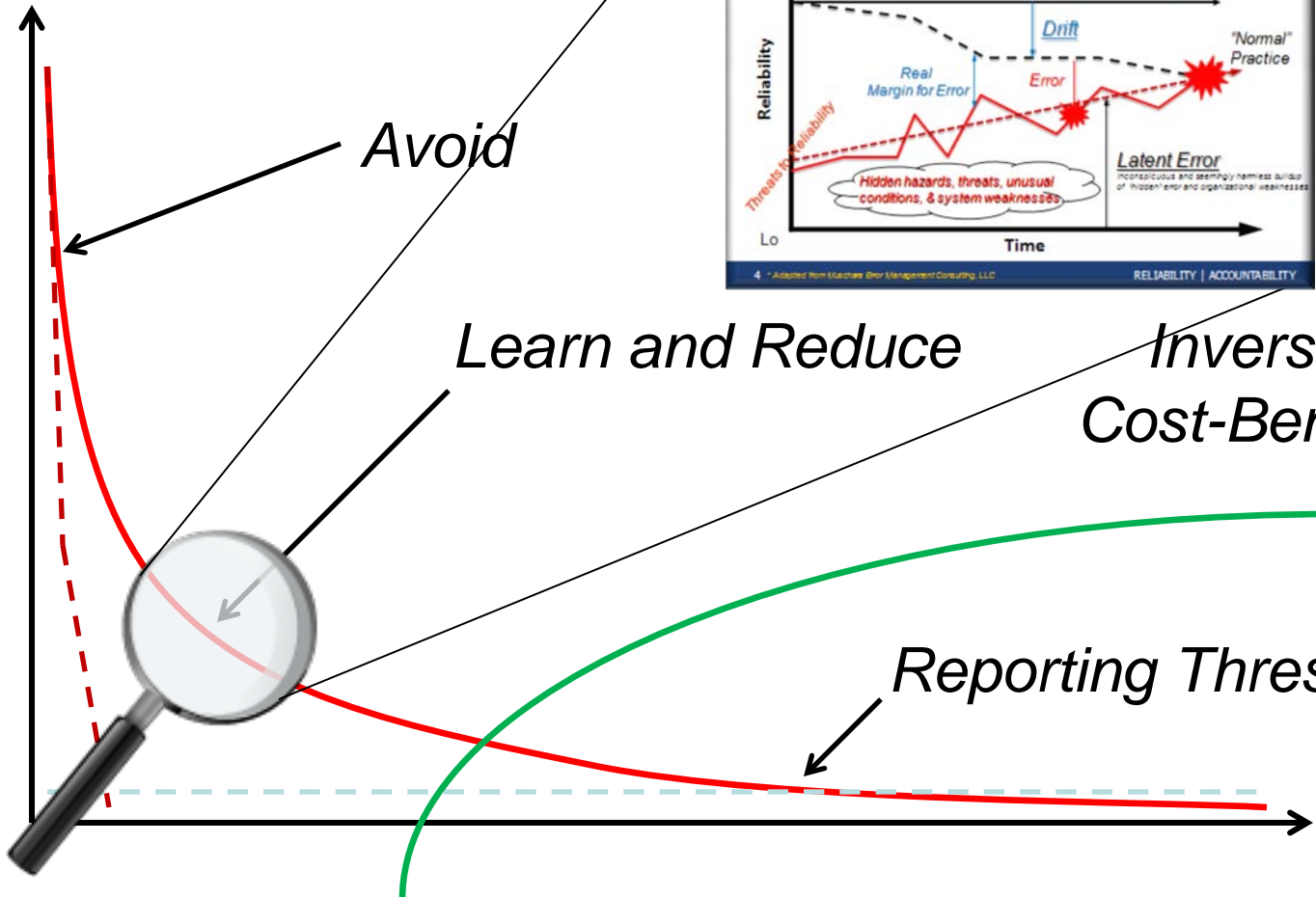
*NERC President's Top Priority Issues for Bulk Power System Reliability*, [http://www.nerc.com/news\\_pr.php?npr=723](http://www.nerc.com/news_pr.php?npr=723) at <http://www.nerc.com/fileUploads/File/News/NERC%20President%20Top%20Priority%20BPS%20Reliability%20Issues%201-7-11.pdf>

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*Severity*

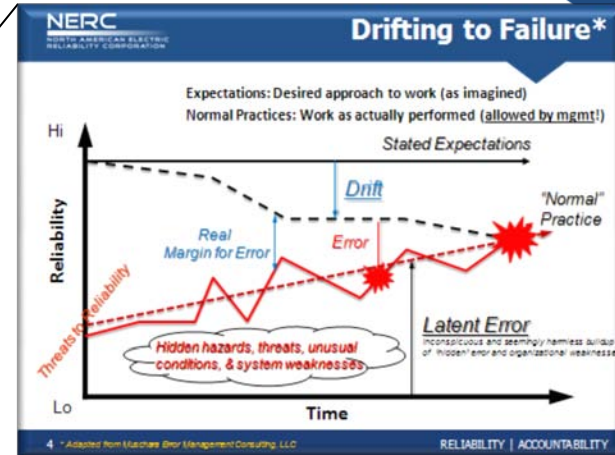


*Avoid*

*Learn and Reduce*

*Inverse  
Cost-Benefit*

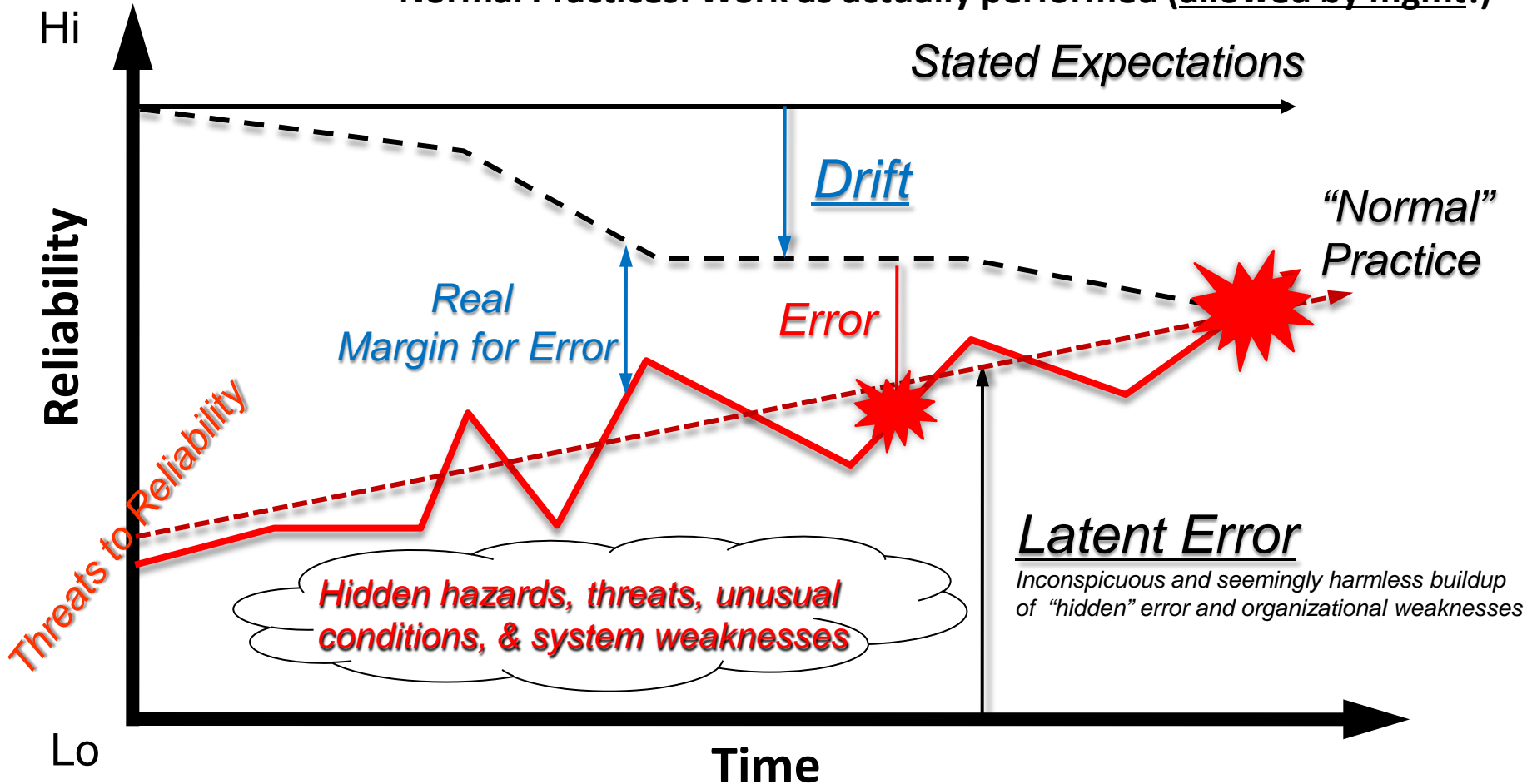
*Reporting Threshold*

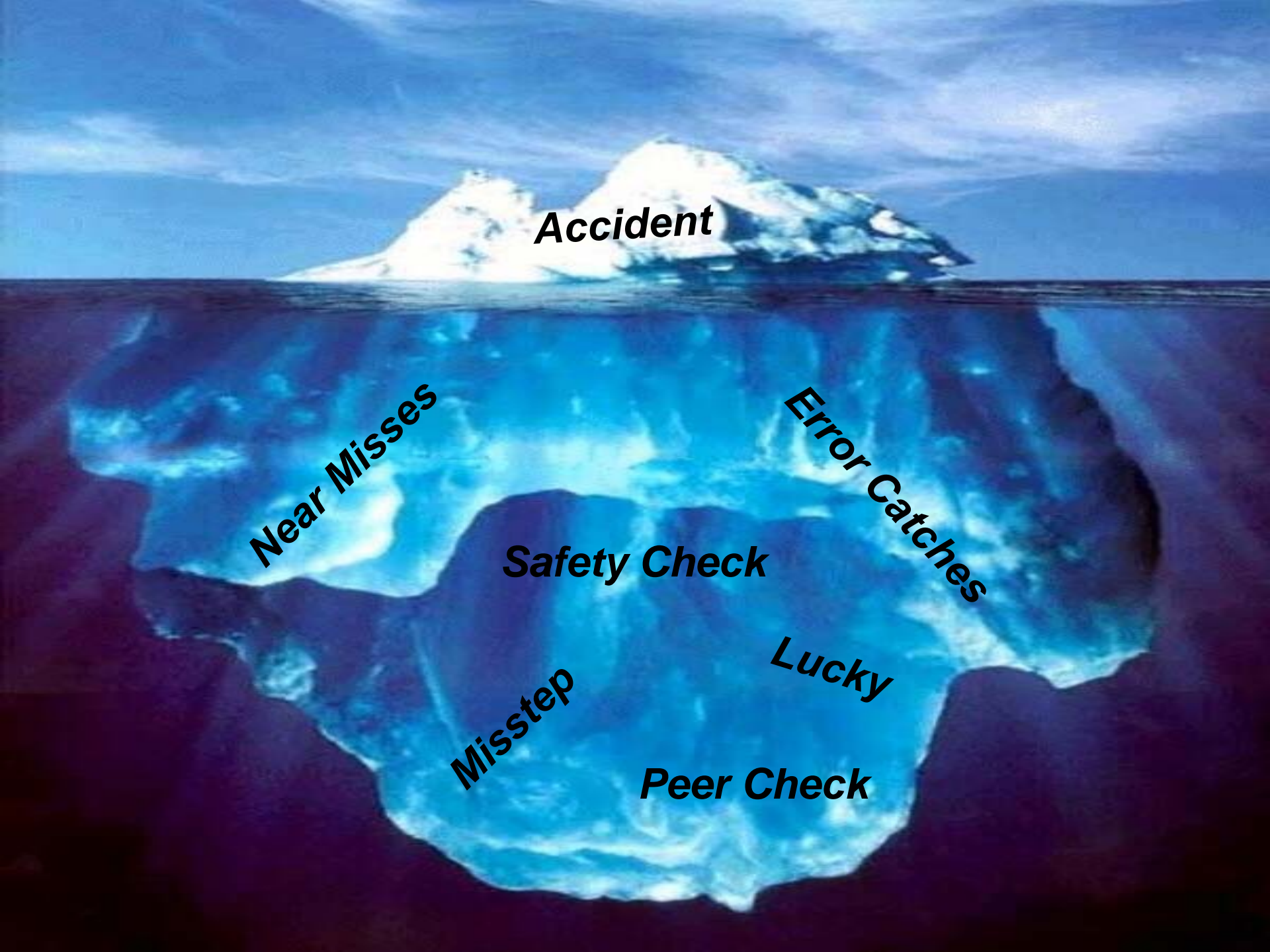


# Drifting to Failure\*

Expectations: Desired approach to work (as imagined)

Normal Practices: Work as actually performed (allowed by mgmt!)





**Accident**

**Near Misses**

**Error Catches**

**Safety Check**

**Lucky**

**Misstep**

**Peer Check**



*“Complicated Industry”*

*“Come along way”*

*“Can’t get to zero”*

*“Automate, technology reduces the  
need for human operator”*

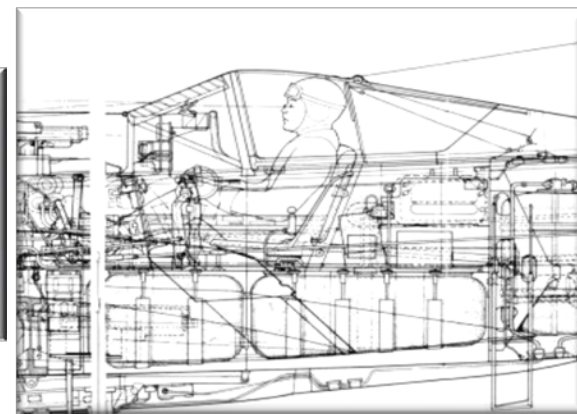
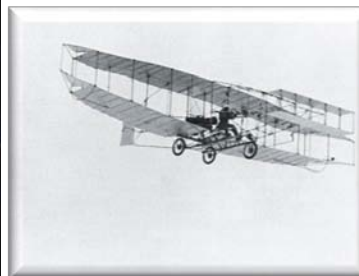
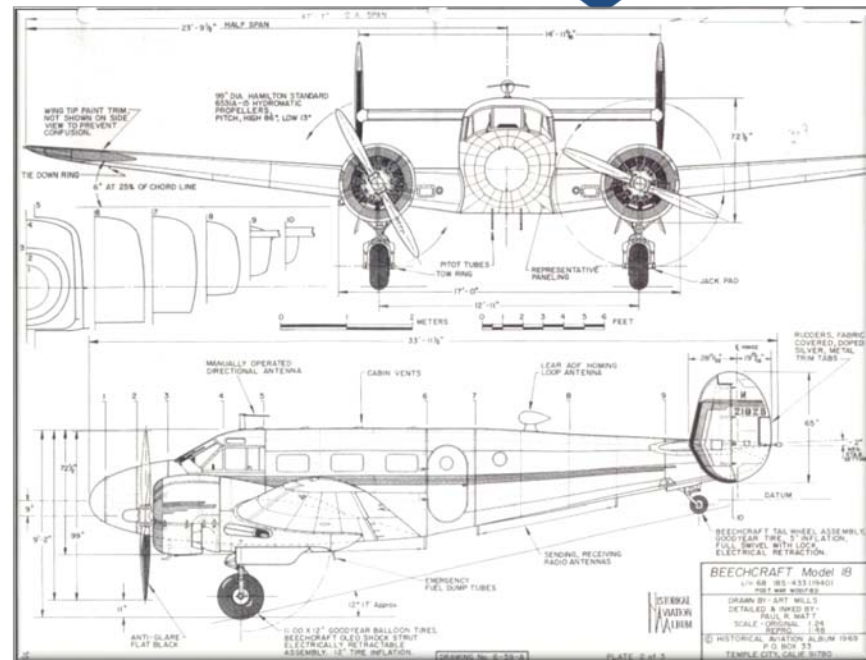


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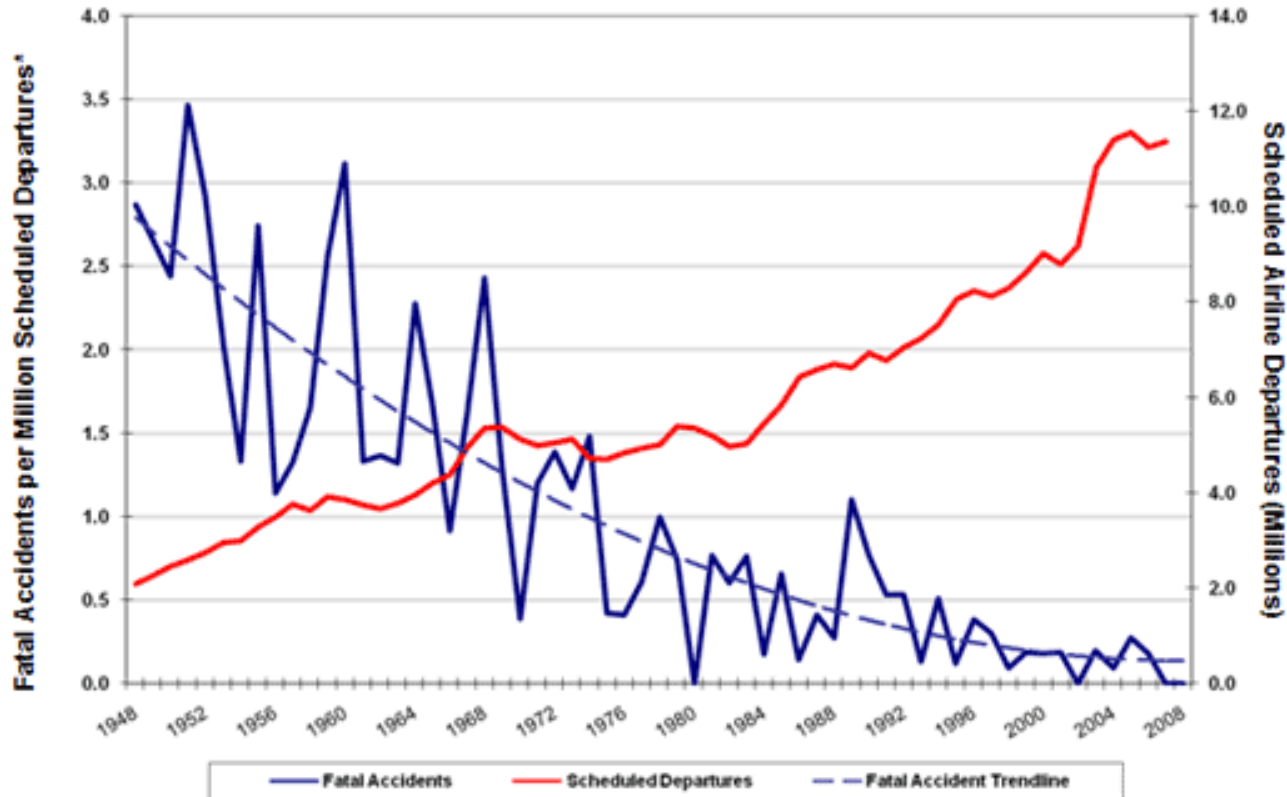
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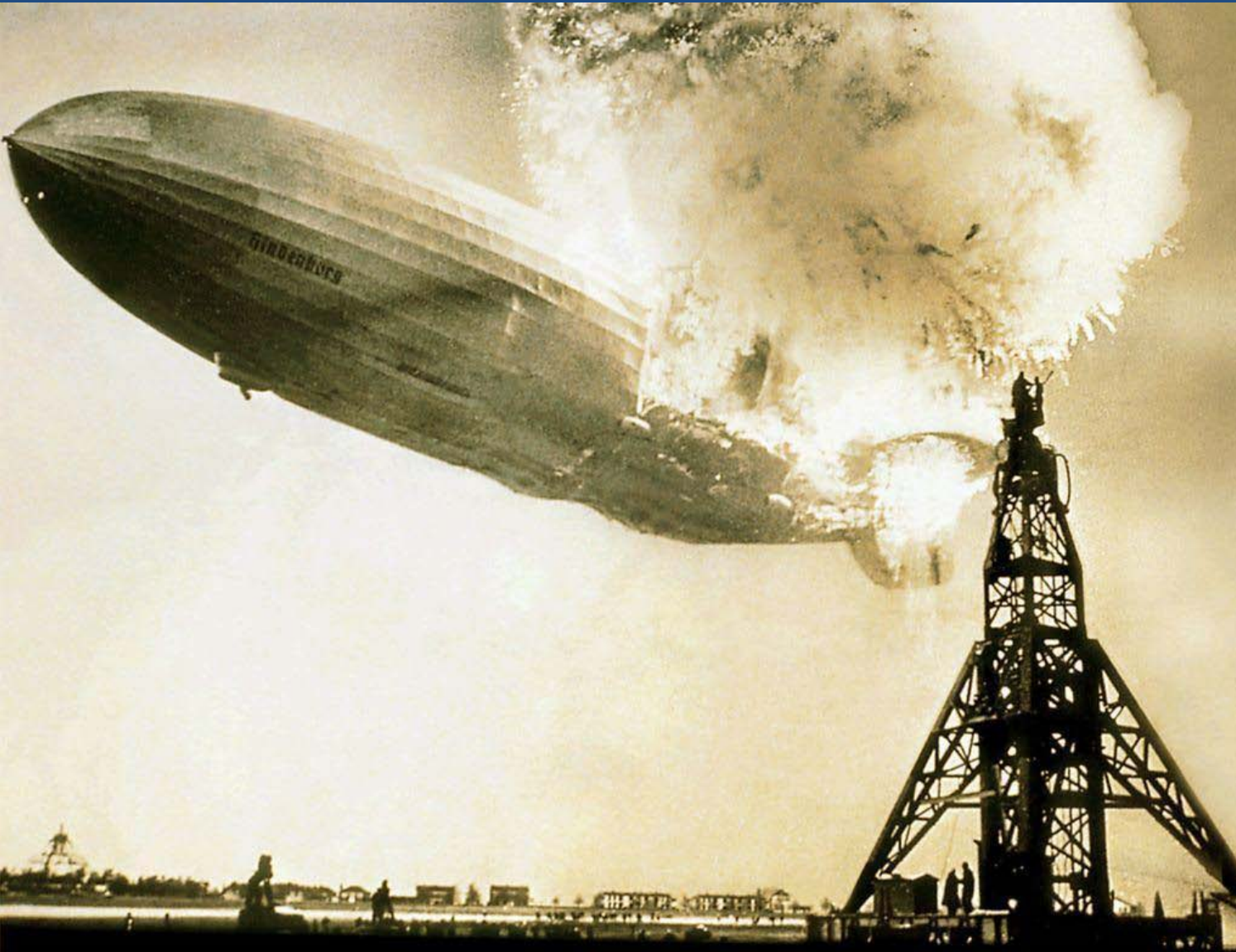
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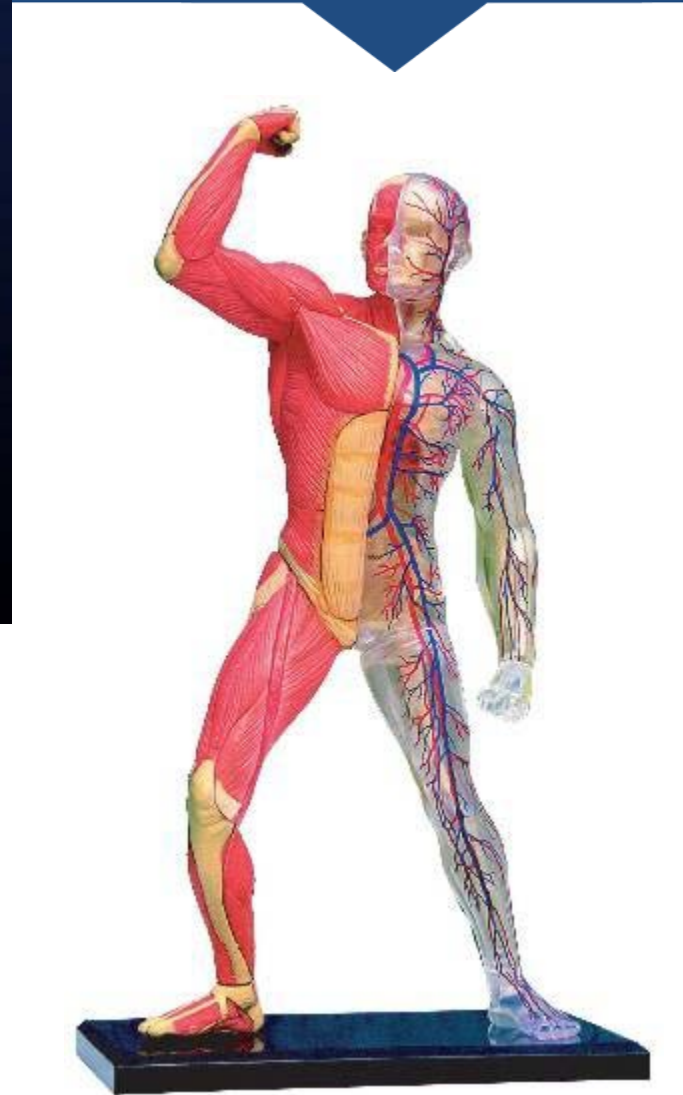
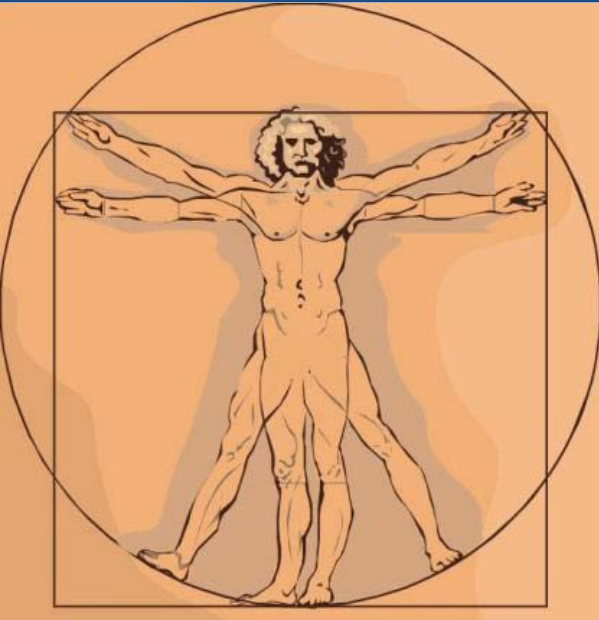
## With Each Decade, U.S. Airline Safety Has Improved



\* Scheduled passenger and cargo operations of U.S. air carriers operating under 14 CFR 121; NTSB accident rates exclude incidents resulting from illegal acts  
Source: National Transportation Safety Board (NTSB)



- We have not fully understood an event if we don't see the actors' actions as reasonable.
- The point of a human error investigation is to understand why people did what they did, not to judge them for what they did not do.
- The difference between an accident and a serious incident lies only in the result.



It is not a matter of if  
the automation fails, it  
is a matter of when.

- Anthropometry
- Applied Psychology
- Cognitive Science
- Cognitive Psychology
- Engineering Psychology
- Aviation Psychology
- Ergonomics
- Experimental Psychology
- Human Factors
- Human Systems Integration
- Human Factors Psychology
- Industrial Design
- Industrial Engineering
- Industrial and Organizational Psychology
- Operations Research
- Physiological Psychology
- Psychology
- Statistics

- Scientific understanding of the properties of human capability (Human Factors Science).
- The application of this understanding to the design, development and deployment of systems and services (Human Factors Engineering).
- Equipment design, Task design , Environmental Design, Training, Selection
- The art of ensuring successful application of Human Factors Engineering to a program (sometimes referred to as Human Systems Integration)

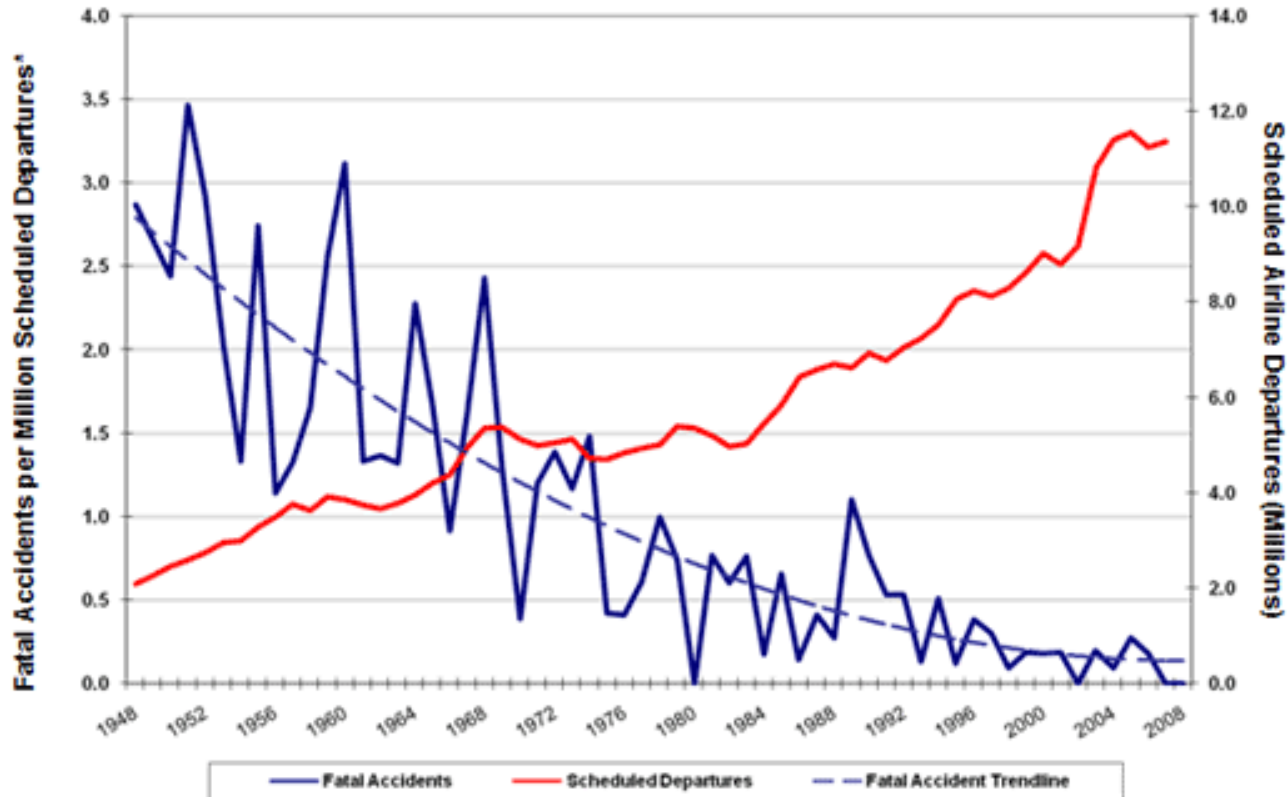


- Human factors involves the study of all aspects of the way humans relate to the world around them, with the aim of improving operational performance, safety, through life costs and/or adoption through improvement in the experience of the end user.
- The terms *human factors* and ergonomics have only been widely used in recent times; the field's origin is in the design and use of aircraft during WW II to improve aviation safety.

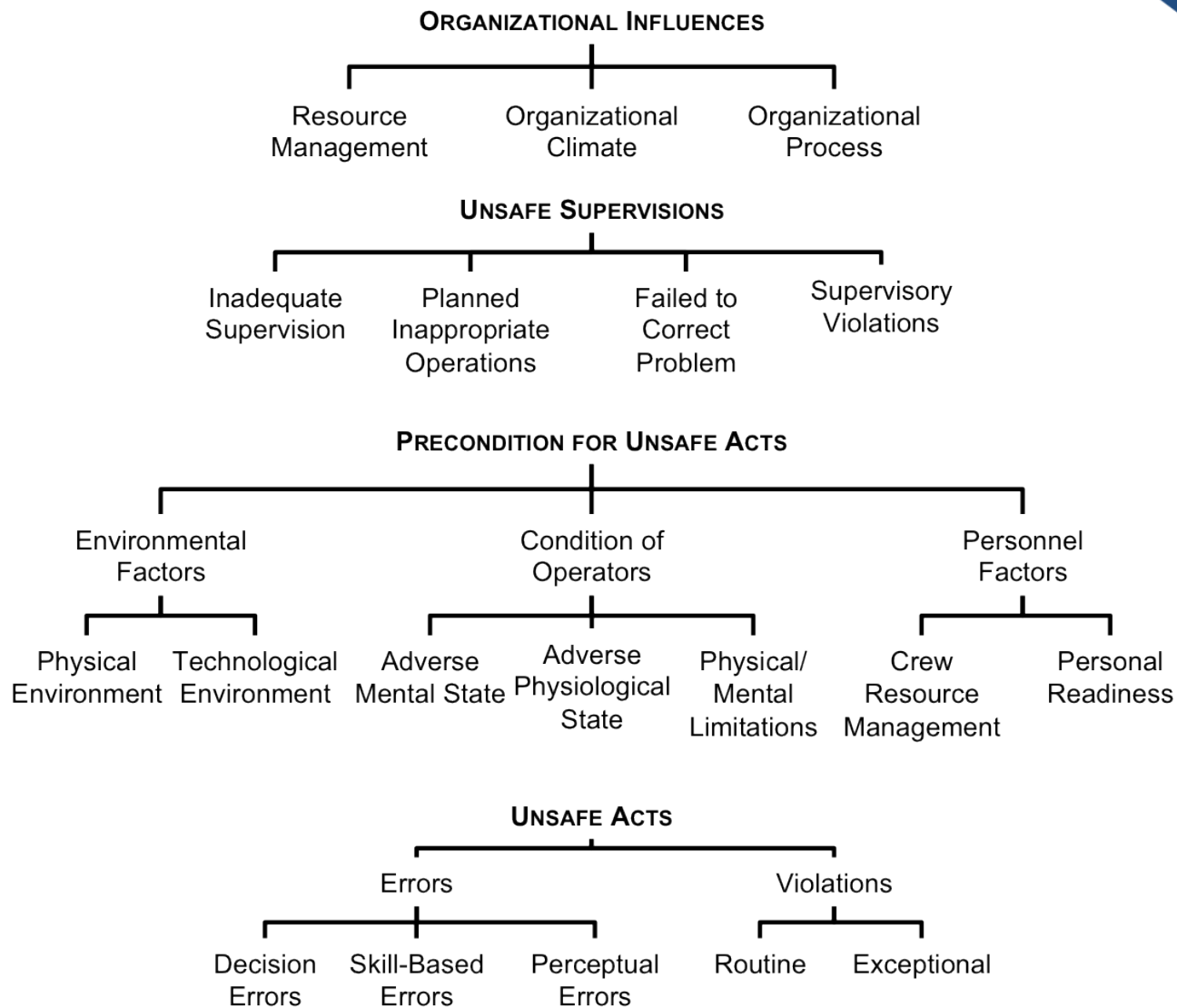
Human factors are sets of human-specific physical, cognitive, or social properties which either may interact in a critical or dangerous manner with technological systems, the human natural environment, or human organizations, or they can be taken under consideration in the design of ergonomic human-user oriented equipment.

- **Human Performance Technology (HPT)**, also known as **Human Performance Improvement (HPI)**, "uses a wide range of interventions that are drawn from many other disciplines, including total quality management, process improvement, behavioral psychology, instructional systems design, organizational development, and human resources management" (ISPI, 2007).
- HPT is a systematic approach to improving individual and organizational performance (Pershing, 2006). HPT stresses a rigorous analysis of the requirements of organization, process and HP for new design and/or identifying the causes for performance gaps, and attempts to provide new designs and/or solutions to improve and sustain performance and to evaluate the results against the requirements.

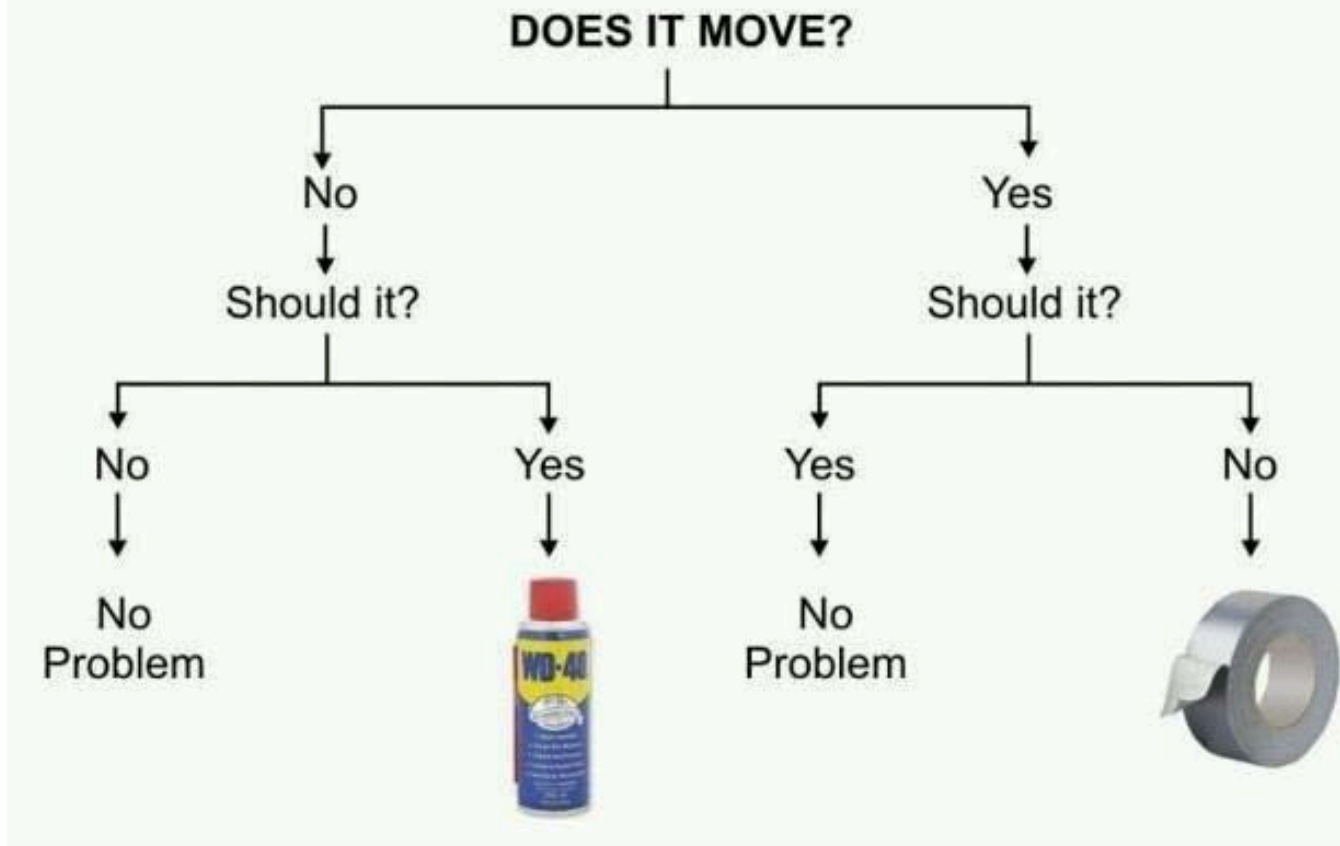
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## Engineering Flowchart



# Sometimes it is a Human



- People are fallible, and all people make mistakes
- Error-likely situations are predictable, manageable, and preventable
- Individual behavior is influenced by organizational processes and values
- People achieve high levels of performance largely because of the encouragement and reinforcement received from leaders, peers, and subordinates
- Events can be avoided through an understanding of the reasons mistakes occur and application of the lessons learned from past events or near misses



### HUMAN PERFORMANCE TOOLS

FPG.SPP.01.023 Human Performance Tools

**Three-Way Communication:** 1. Sender gives direction. 2. Receiver repeats direction to sender. 3. Sender confirms direction is correct.

**Phonetic Alphabet:** Use words instead of letters to eliminate communication errors.

**Fear Check:** The act of a second person checking before an action is taken.

**Independent Verification:** Used to detect an error. The performer and verifier should be separated by time and space or physical barrier while performing the task.

**Concurrent Verification:** Used to prevent an error. Performer and verifier rigorously will take the action while observed by the verifier.

**Flagging/Operational Barriers:** Flagging is a form of marking used to identify component that are not to be worked or manipulated.

**Operational Barriers:** are used to mark any step or part of the job, STOP and get others involved.

**Stop When Unsure:** When in doubt about

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**Job Brief:** Review of what you are going to do and potential hazards involved. Requires participation by everyone involved in the work.

**Two Minute Rule:** Take two minutes at the job site. Look for/mitigate hazards and potential for injury.

**Final Check:** Validate that you are in the right place before you begin working alone.

**Touch STAR (SafeCheck):** Touch component. Stop, Think, Act, and Review. Job is complete to solicit feedback after the workers to identify opportunities for improvement.

**Procedure Use & Adherence:** Required of all personnel. There are four types of procedures: Continuous Use - in possession of the user and signed off; Reference Use - in immediate use - review as needed; Multiple Use - when more than one of these levels of use exist within the procedure.

**Placekeeping:** Marks completed or N/A steps in procedures/work documents, so steps are not accidentally omitted or repeated.

### Error Prevention Tools Improves Human Performance

What does human performance mean at PGE? It refers to the set of tools that we use to perform our jobs safely, efficiently and error-free. Humans are fallible, but when used consistently and correctly, human performance tools will prevent errors and events. This booklet will help you get started. It contains information on:

- Tailboards which are performed prior to work and offer extended delays to discuss safety, procedures, work scope, personnel assignments, and contingencies.
- Stop When Unsure when you need help.
- Questioning Attitude to clarify any doubts by asking, "Why and what if...?"
- Three-Way Communication for improved information transfer through communication.
- Phonetic Alphabet for improved alphanumeric information.
- Procedure Use and Adherence for following the approved company guidance documents.
- Two-Minute Rule to detect unanticipated job site conditions, evaluate hazards, stop, assess, and analyze.
- STAR for self-checking to ensure you follow steps accurately.

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This is not a complete list of Human Performance concepts. Each job is unique. Use your best professional judgment, and when in doubt, get help. Got questions, concerns, suggestions? Contact the Human Performance desk at DVP Safety & Training at 804-721-3016.

### Error Precursors (short list)

Task Demands	Individual Capabilities	Human Nature	Work Environment
<ul style="list-style-type: none"> <li>Time pressure (in a hurry)</li> <li>High workload / memory requirements</li> <li>Simultaneous, multiple tasks</li> <li>Repetitive actions / Monotony</li> <li>Irreversible requirements</li> <li>Interpretation requirements</li> <li>Unclear goals, roles, or responsibilities</li> <li>Lack of or unclear standards</li> </ul>	<ul style="list-style-type: none"> <li>Unfamiliarity with task / First time</li> <li>Lack of knowledge (mental model)</li> <li>New technique not used before</li> <li>Imprecise communication habits</li> <li>Lack of proficiency / Inexperience</li> <li>Indistinct problem-solving skills</li> <li>"Can do" attitude for crucial task</li> <li>Illness or Fatigue</li> </ul>	<ul style="list-style-type: none"> <li>Stress</li> <li>Habit patterns</li> <li>Assumptions</li> <li>Complacency / Overconfidence</li> <li>Mind set (intentions)</li> <li>Inaccurate risk perception</li> <li>Mental shortcuts (biases)</li> <li>Limited short-term memory</li> </ul>	<ul style="list-style-type: none"> <li>Distractions / Interruptions</li> <li>Changes / Departure from routine</li> <li>Confusing displays / Controls</li> <li>Work-arounds / OOS Instrumentation</li> <li>Hidden system response</li> <li>Unexpected equipment conditions</li> <li>Lack of alternative indication</li> <li>Personality conflicts</li> </ul>

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**The listener will...**  
Repeat or paraphrase his understanding of the message back to the speaker for verification.

**The speaker will...**  
Confirm that the listener understood and restated the original message.

- Two Minute rule
- Stop when unsure
- Self checking (also called STAR and touch STAR)
- Procedure use and adherence
- Three way communication
- Phonetic alphabet
- Pre-job brief
- Peer check
- Concurrent verification
- Independent verification
- Flagging operational barriers
- Place keeping
- Post job interview
- First Check

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**HUMAN PERFORMANCE**  
**IMPROVEMENT HANDBOOK**  
**VOLUME 1: CONCEPTS AND**  
**PRINCIPLES**



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Approved: 08-20-03

**OCCURRENCE REPORTING**  
**CAUSAL ANALYSIS GUIDE**

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- Elegant simplicity
- Know thy user
- The rat is never wrong
- Actions not words
- You can't afford not to know the truth

- **Elegant simplicity**
- Know thy user
- The rat is never wrong
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- Elegant simplicity
  - Russians and the US Space Program
  - How many tools in the box?
  - The tool shouldn't be harder than the task.
  - Surround the truth...it is out there somewhere...

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- Know thy user
  - Human Ingenuity
  - Only two hands, two eyes, see the pattern?
  - If you only have a minute, it only takes a minute...
  - Set me up for success...please...
  - Human nature



Darnell, M. J. (2006). *Bad Human Factors Designs*. [Baddesigns.Com](http://Baddesigns.Com)

- Elegant simplicity
- Know thy user
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- The rat is never wrong
  - Behaviorism
  - Not enforcing a policy is like not having a policy at all
  - Don't have a rule that you aren't going to enforce



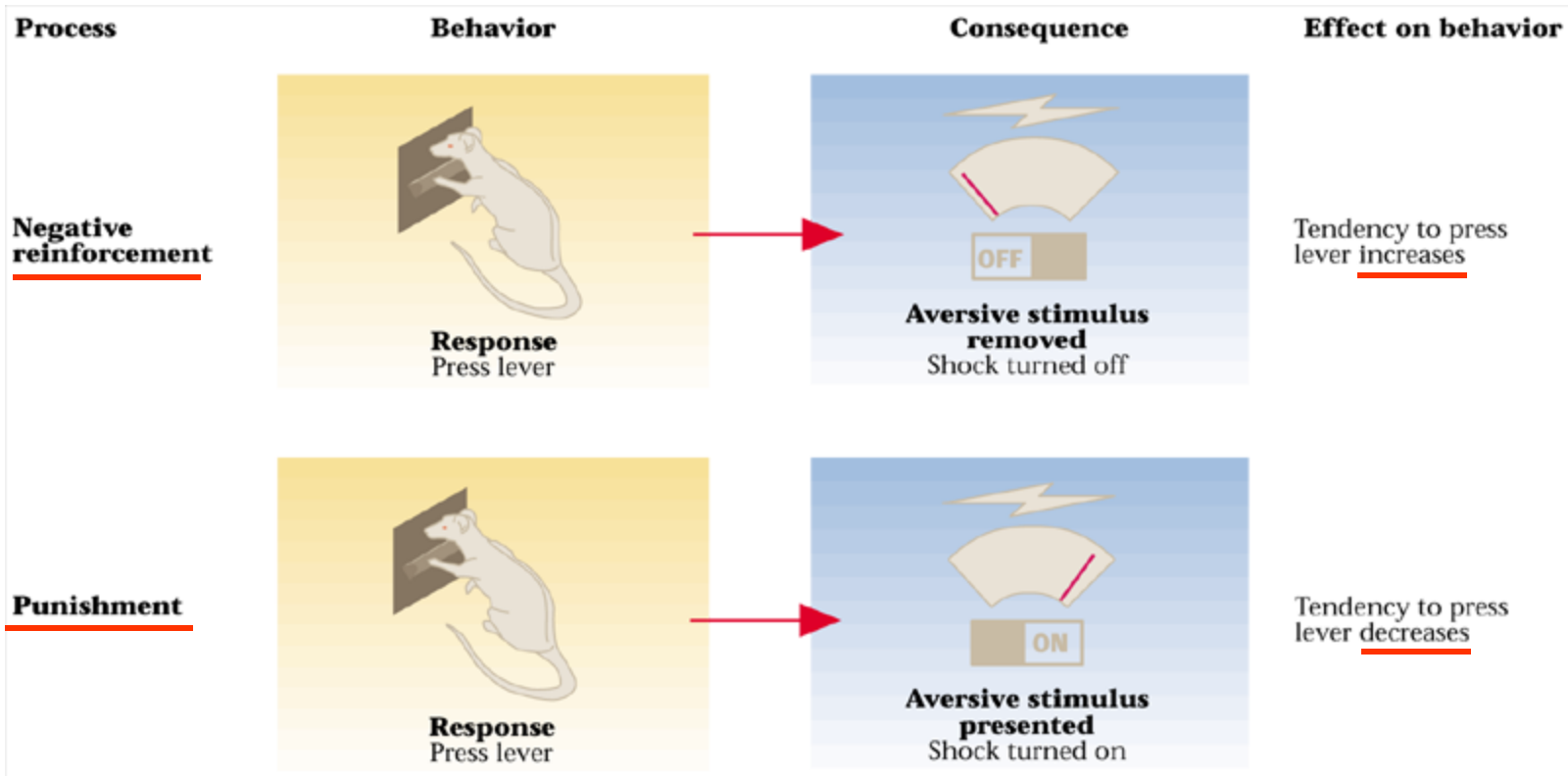
Human behavior is shaped by interaction in the world...

- Punishment stops behavior
- Reinforcement shapes and sustains behavior

# Silence is Consent



# Punishment vs. Negative Reinforcement



Does the behavior **increase**  
or **decrease**?

- S**wift application
- C**onsistency in punishment
- R**educe or eliminate physical punishment
- E**xplain the punishment
- A**lternative response available
- M**ake punishment just severe enough to be effective



- Elegant simplicity
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- **Actions not words**
- You can't afford not to know the truth

- Actions not words
  - It is not important unless it is checked.
  - What is your story?
  - Are you telling your story up or down?
  - Live the dream



- Elegant simplicity
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- You can't afford not to know the truth
  - Root cause
  - Just Culture
  - Near misses

# A Tale of Two Cylinders



# Or...When Good Pistons go Bad!



- Facts
  - Jeep had 107k miles
  - Cylinders were fine...no abrasions (whew, got lucky)
  - Approx \$2,500 to completely rebuild, same block just new pistons...
  - Just MTBF for pistons...or maybe not...



- Mechanic noticed some scalding on other pistons
- No history of ever over heating...
- Jeep was hit on right side, at 70k miles....
- Right fender was replaced, radiator and fan blade..no damage to engine block
- New Fan blade was installed backwards!!!!
- Jeep was running hotter than it should...just slightly...not enough to notice...and there was a new owner so there was no baseline...

"Before you tell the "truth" to the patient, be sure you know the "truth," and that the patient wants to hear it."

Journal of Chronic Diseases (1963)

Dr. Richard Clarke Cabot

(1868-1939)

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  - Russians and the Space Program
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**The speaker will...**  
Confirm that the listener understood and restated the original message.

**Stop When Unsure**  
When confronted with confusion or uncertainty, a person is in unfamiliar territory. Given that the chance for error is particularly high in such situations, the best course of action, when unsure, is to stop and get help from other people.

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- Attention
- Sensation
- Perception
- Cognition
- Decision making
- Action

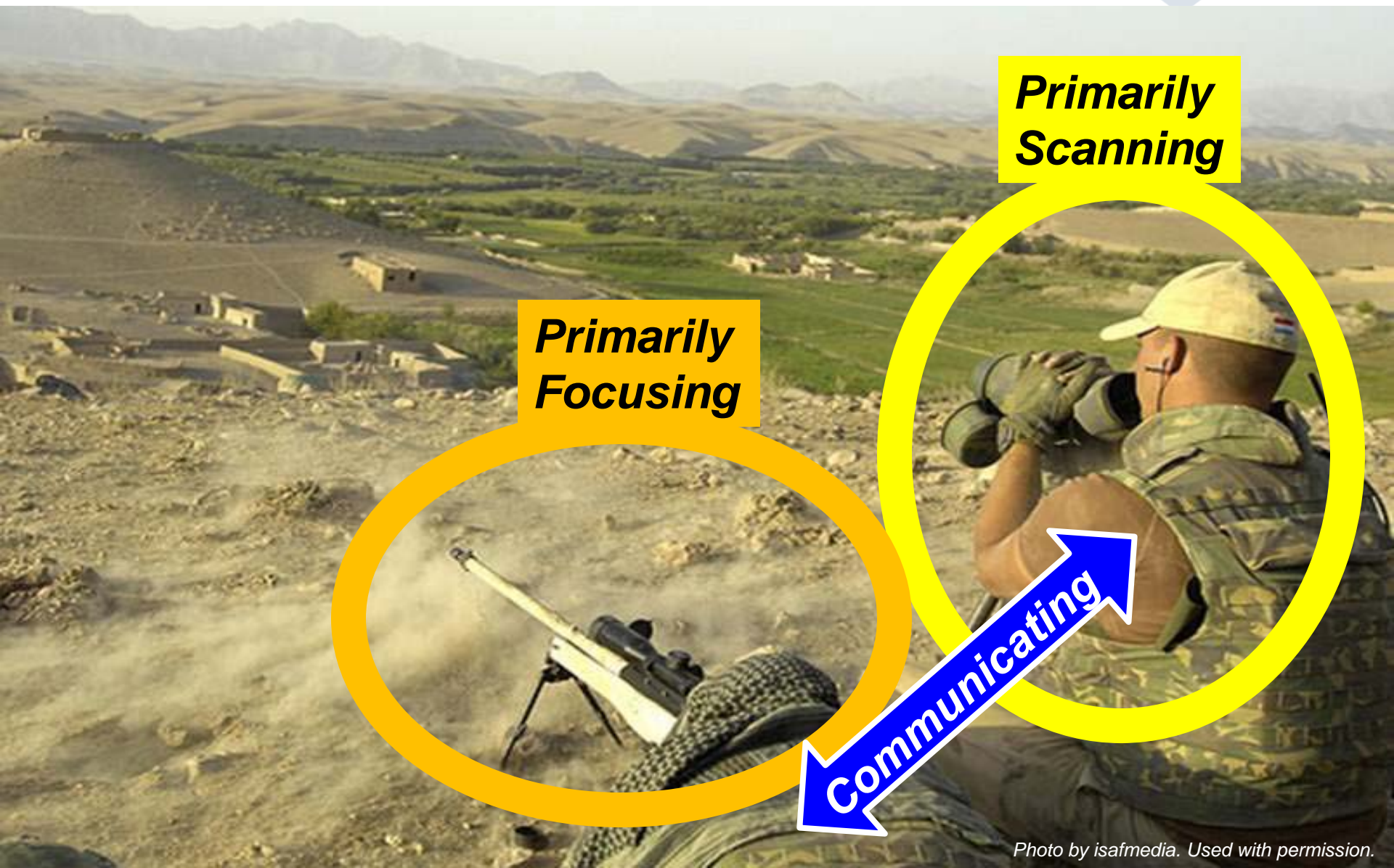
- Attention
- Sensation
- Perception
- Cognition
- Decision making
- Action



- Spotlight metaphor
- Each modality has its strengths
- Multiple Resource Theory



The sniper's mental state is **Focused**. The spotter's mental state is **Scanning**. Both communicate effectively with each other. The result? Situational Awareness that you can bet your life on.



**Primarily  
Focusing**

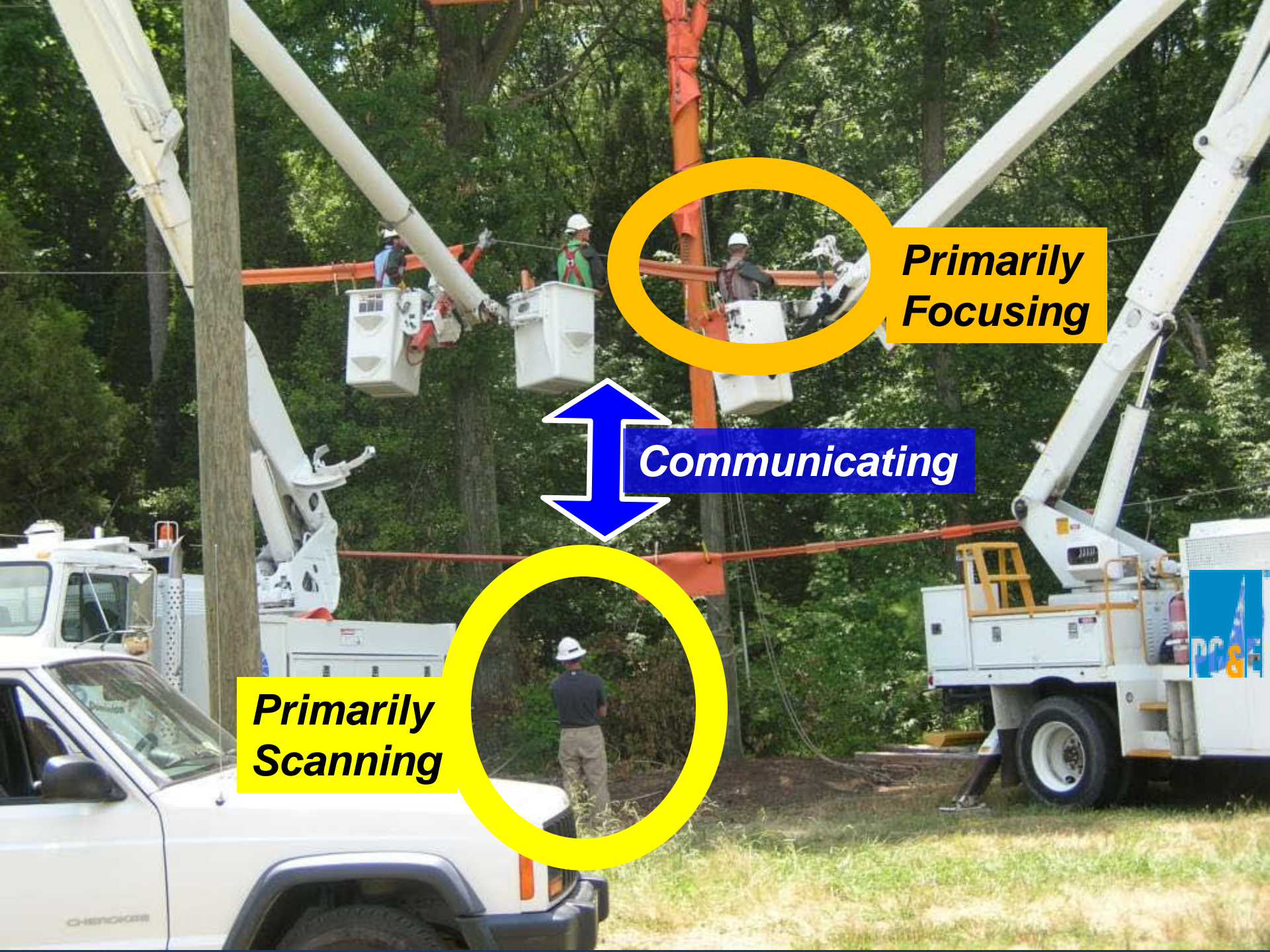
**Primarily  
Scanning**

**Communicating**



PG&E

CHEVROLET



**Primarily  
Focusing**

**Communicating**

**Primarily  
Scanning**

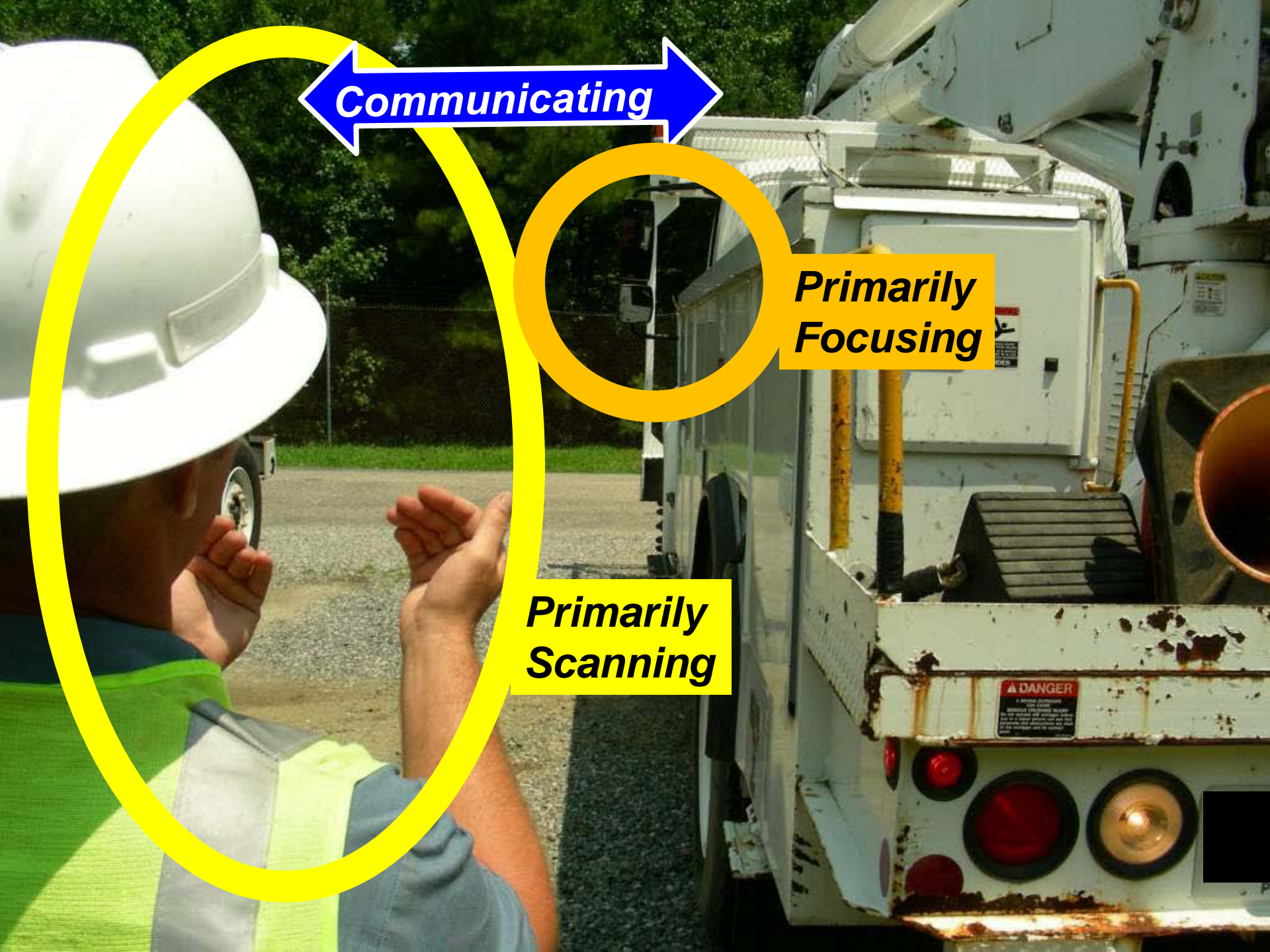




**Communicating**

**Primarily Focusing**

**Primarily Scanning**



**Communicating**



**Primarily  
Scanning**



**Primarily  
Focusing**



- Attention
- Sensation
- Perception
- Cognition
- Decision making
- Action

- Human limitations
- Absolute Threshold
- Physiological Psychology







**Regular Insulin**

**N (for NPH Insulin).**



- Attention
- Sensation
- Perception
- Cognition
- Decision making
- Action

- Perception is Reality
- Bottom Up versus Top Down
- Expectations



- CAPITAL LETTERS
  - WORD
  - EASIER
  - FASTER
  - BUT BECOMES MORE DIFFICULT WHEN PART OF A SENTENCE BECAUSE...
  - We use context to read and the shape matters



**Regular Insulin**

**N (for NPH Insulin).**

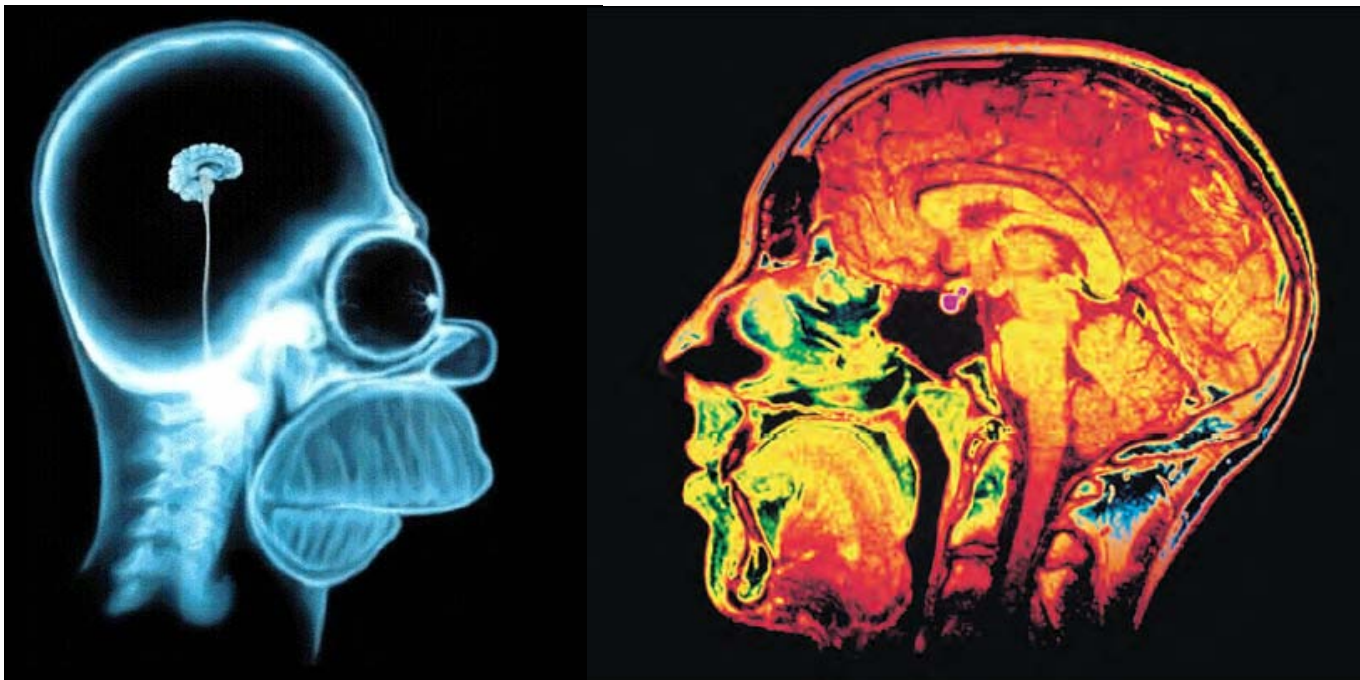




# Communicating



- Attention
- Sensation
- Perception
- Cognition
- Decision making
- Action



## Biological Bases for Behavior

- What are you thinking about?
- Working memory versus Long Term Memory
- Experts versus Novices

- Mind's short-term memory is the “workbench” for problem solving and decision-making.
- Actively involved during learning, storing, and recalling information.
- Often expressed as 7+ or -2.
- Limitations of short-term memory are at the root of forgetfulness; forgetfulness leads to omissions when performing tasks.
- Applying place-keeping techniques while using complex procedures compensates for this human limitation.



- Size 7 +/- 2 chunks
- VAFBICIADODIRA  
– VA FBI CIA DOD IRA
- Area codes
- Credit card numbers are divided into chunks....
- Expert memories...or really good chunkers

- Alphabet
  - 26 letters...
  - or 8 chunks?

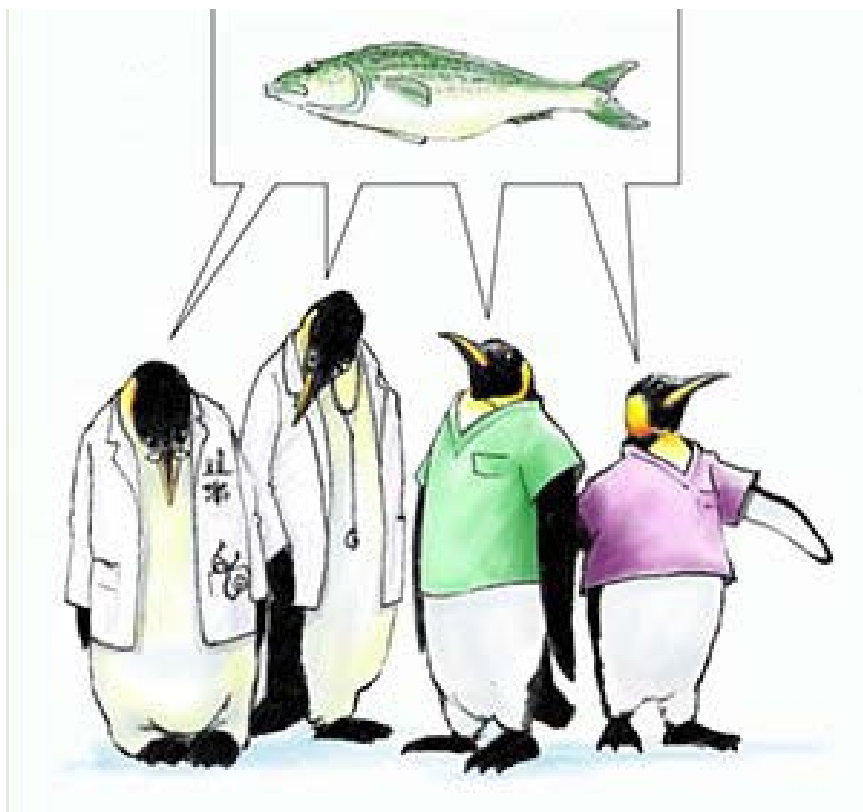
*ABCD EFG HIJK LMNOP*  
*QRS TUV WX YZ*





- **One's understanding of a system, how it operates, its characteristics, performance parameters, couplings within itself and other systems and how one interacts with it.**
- **It is a representation of the surrounding world, the relationships between its various parts and a person's intuitive perception about his or her own acts and their consequences.**
- **Our mental models help to shape our behavior and define our approach to solving problems (a personal algorithm) and carrying out tasks, especially within a system.**
- **Mental models are like opinions, they can be partially or completely right or wrong, complete or incomplete and most often are unique for each individual.**

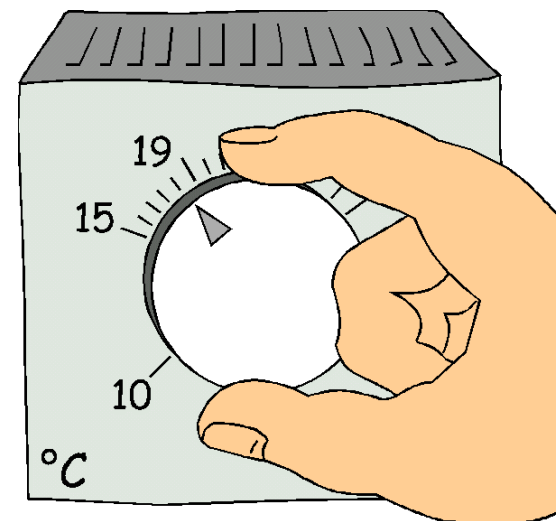
# Perfectly aligned mental model



# Improper Mental Model Example



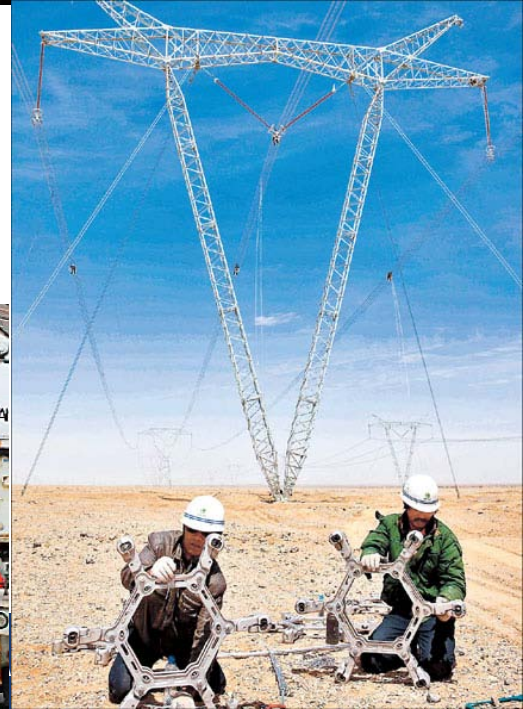
**Some people believe that you can heat/cool a room faster by setting the thermostat to a higher/lower temperature than you really want, as if the thermostat were a valve for the heating/cooling system that lets more heat/cool air into the room the higher/lower you set it. In fact, the thermostat is simply an on/off switch for the heat/cool. It turns on as long as the room temperature is below/above the thermostat setting, and turns off when the thermostat setting is reached.**



# Contextual Task Analysis



*Max Whittaker for The New York Times*



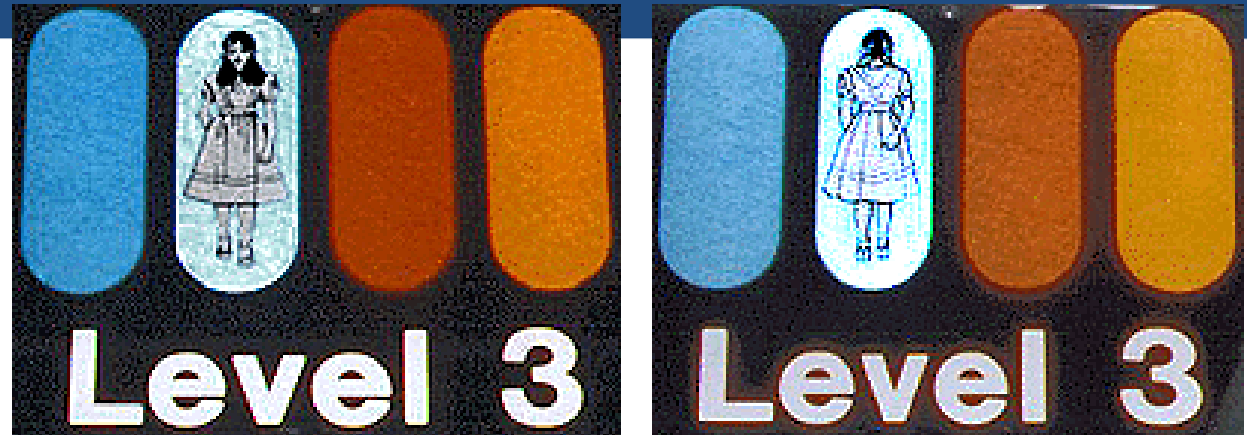


- Attention
- Sensation
- Perception
- Cognition
- Decision making
- Action

- Information overload
- Experts vs Novices
- Heuristics and Biases



Darnell, M. J. (2006). *Bad Human Factors Designs*. [Baddesigns.Com](http://Baddesigns.Com)



Darnell, M. J. (2006). *Bad Human Factors Designs*. [Baddesigns.Com](http://Baddesigns.Com)

# Information Overload



- **Avoidance of Mental Strain** – Humans are reluctant to engage in lengthy concentrated thinking, as it requires high levels of attention for extended periods. Thinking is a slow, laborious process that requires great effort. People tend to look for familiar patterns and apply well-trying solutions to a problem. The mental biases and heuristics, or shortcuts, often used to reduce mental effort and expedite decision-making include:
  - **Assumptions** – A condition taken for granted or accepted as true without verification of the facts.
  - **Habit** – An unconscious pattern of behavior acquired through frequent repetition.

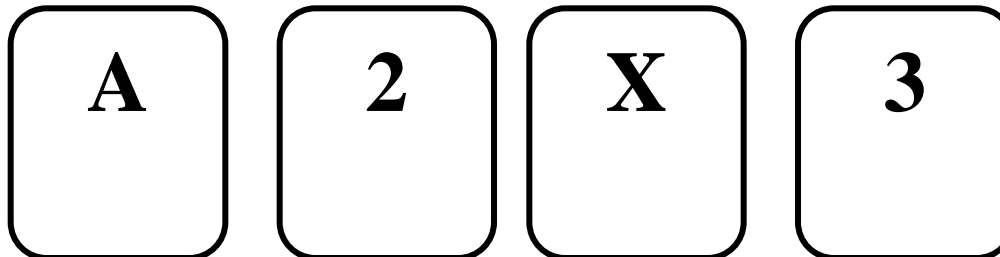
**Confirmation bias** – The reluctance to abandon a current solution—to change one's mind—in light of conflicting information due to the investment of time and effort in the current solution. This bias orients the mind to “see” evidence that supports the original supposition and to ignore or rationalize away conflicting data.

**Similarity bias** – The tendency to recall solutions from situations that appear similar to those that have proved useful from past experience.

**Frequency bias** – A gamble that a frequently used solution will work; giving greater weight to information that occurs more frequently or is more recent.

**Availability heuristic** – The tendency to settle on solutions or courses of action that readily come to mind and appear satisfactory; more weight is placed on information that is available (even though it could be wrong).

**Below are four cards. Each card has a letter on one side and a digit on the other side. You are to verify whether or not the following rule is true: If there is a vowel on one side, there is an even number on the other side. You should verify this rule by turning over 2 cards. Which cards do you choose?**

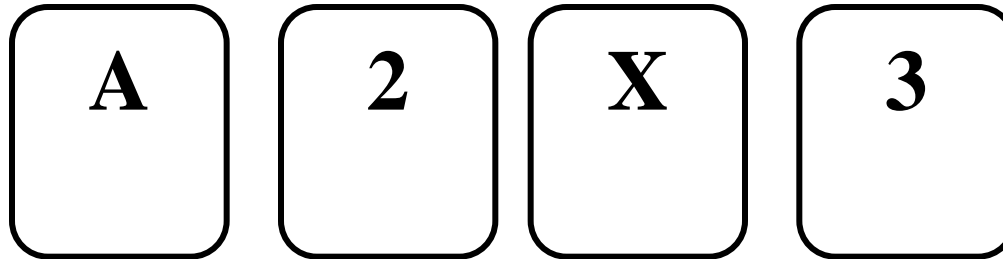




**Verify Rule: If there is a vowel on one side, there is an even number on the other side.**

**Answer: A and 3**

If there's a vowel on the other side of the 3 card then the rule is dead

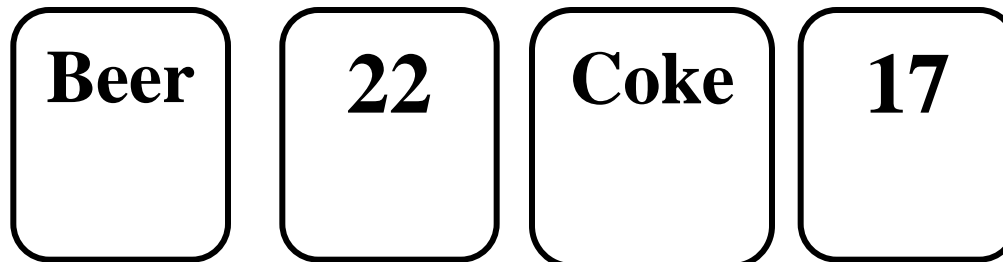


**Most people choose “A” and “2”. Why?  
Because of a confirmation bias.**

It would seem, then that we stink at logic.

But . . . .

**IF A PERSON IS DRINKING BEER, THEN THE PERSON MUST BE OVER 21 YEARS OF AGE. Select the 2 cards that you definitely need to turn over to determine whether or not they are violating the rule.**



- People generally seek evidence that will confirm, not falsify, a hypothesis
- Solve problems and syllogisms by applying information to pre-existing schemas
- More relevant = easier to solve
- The Bottom Line: People are not logic machines who can plug any problem into a logical formula

- Availability Heuristic
  - estimating the likelihood of events based on their availability in memory
  - if instances come readily to mind (perhaps because of their vividness), we presume such events are common
  - We tend to be overly influenced by events that come easily to mind

Is the letter “k” most likely to occur in the first position of a word or the third position?

- **Answer:** “k” is 2-3 times more likely to be in the third position
- Most people respond that “k” is more frequent in the first position. Why does this occur?
- Because it is easier to recall words starting with “k” , people overestimate the number of words starting with “k”

Which of the following are more frequent causes of death in the U.S.?

Rate how confident you are in your choice on a scale from 0 (guessing) to 100 (absolutely certain that your choice is correct).

1. All accidents or strokes?  
confidence rating?
2. Electrocution or asthma?  
confidence rating?
3. Homicide or diabetes?  
confidence rating?
4. Lightning or appendicitis?  
confidence rating?
5. Drowning or Leukemia?  
confidence rating?

Which of the following are more frequent causes of death in the U.S.?

1. All accidents (55,000) or strokes (102,000)
2. Electrocution (500) or asthma (920)
3. Homicide (9200) or diabetes (19,000)
4. Lightning (52) or appendicitis (440)
5. Drowning (3600) or Leukemia (7100)



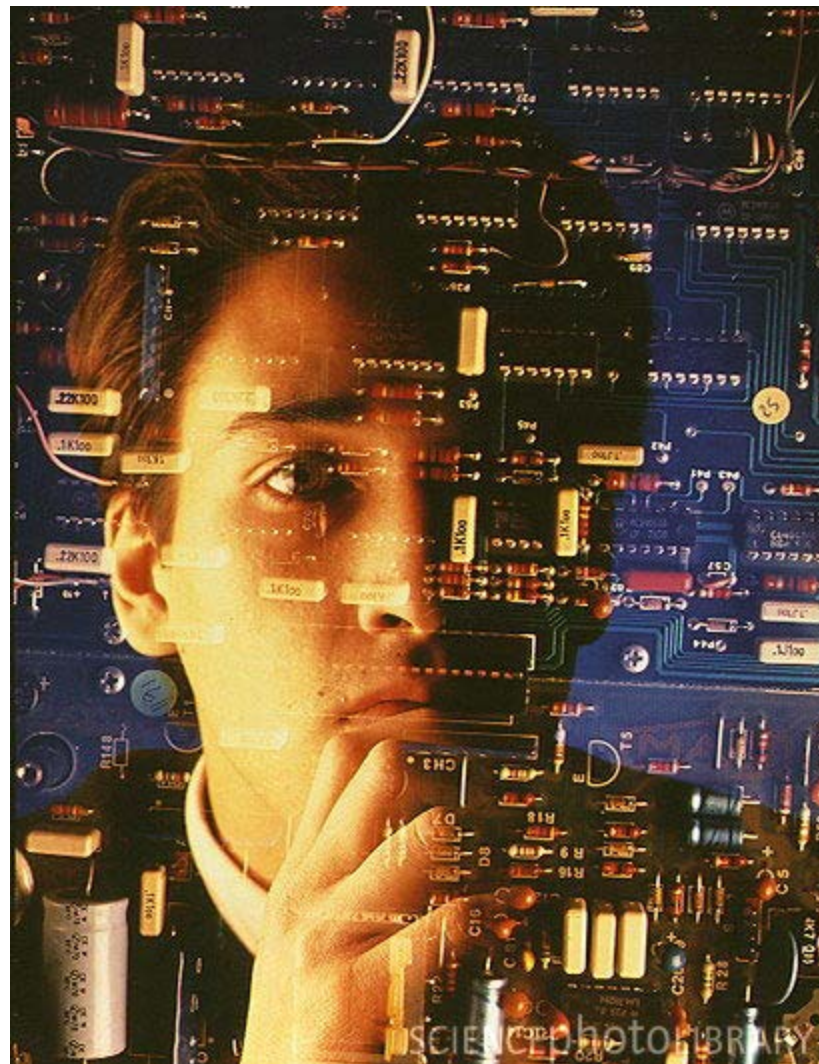
- Attention
- Sensation
- Perception
- Cognition
- Decision making
- Action

- All human performance tools deliberately slow things down to ultimately speed things up by avoiding delays that accompany events triggered by active errors.
- When used conscientiously, these tools give the individual more time to think about the task at hand; about what is happening, what will happen, and what to do if things do not go as expected.



- Human Error Classifications
  - Skill Based
  - Rule Based
  - Knowledge Based
- Driving example: Often times a human will operate in all three levels, going back and forth in a single event.

- **Skill - Does not really effect**
- **Rule – Usually not a factor**
- **Knowledge – Real problem**



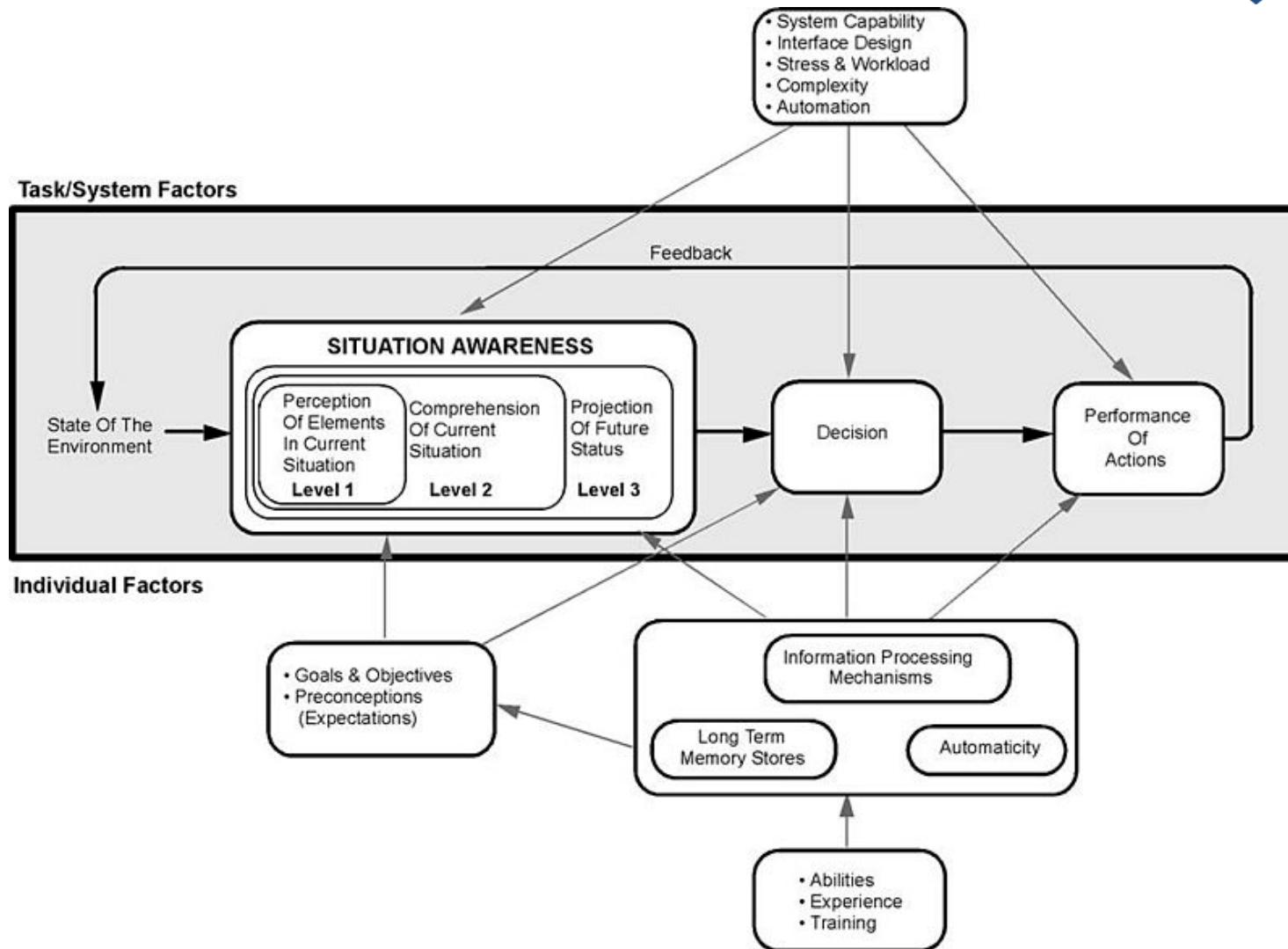
- Attention
- Sensation
- Perception
- Cognition
- Decision making
- Action

- Attention
  - Sensation
- } Scan
- 
- Perception
  - Cognition
- } Focus
- 
- Decision making
  - Action
- } Act

- Situational awareness is defined as the accuracy of a person's current knowledge and understanding of actual conditions compared to expected conditions at a given time. DOE
- The perception of the elements in the environment within a volume of time and space, the comprehension of their meaning and the projection of their status in the near future.

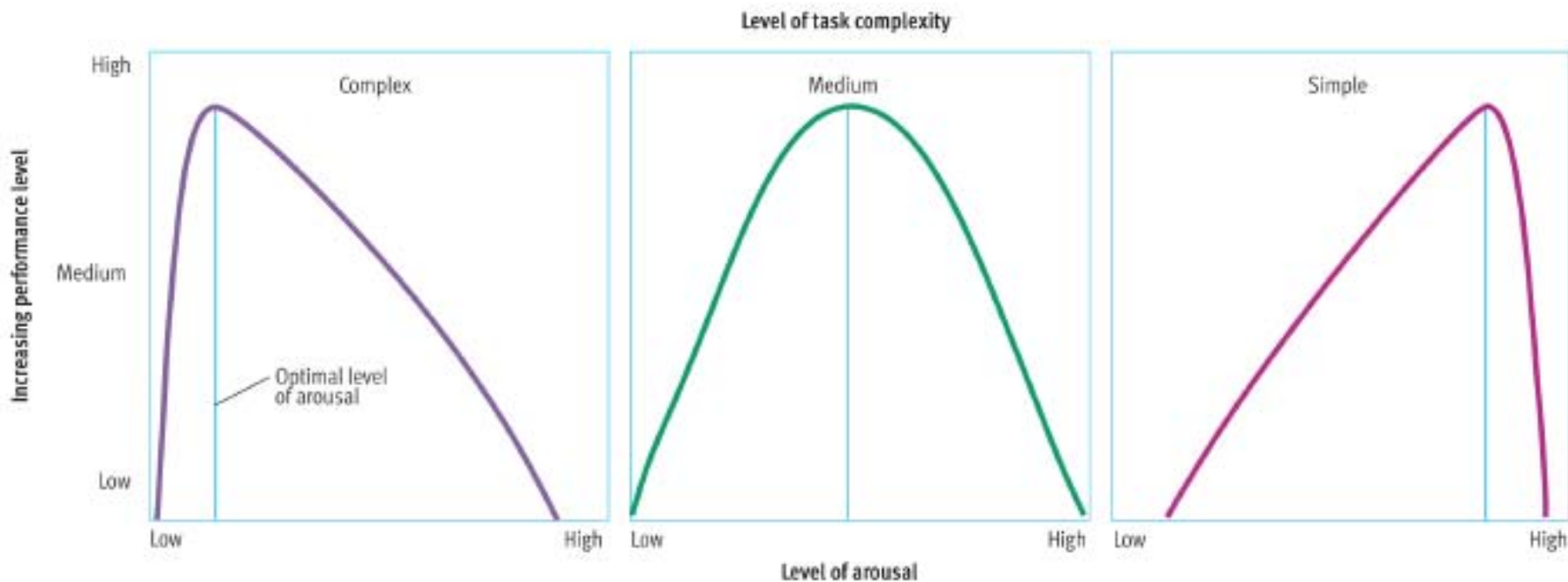
Endsley, M. R. (1995). Toward a theory of situation awareness in dynamic systems. *Human Factors*, 37(1), 32-64.





- Stress is the body's mental and physical response to a perceived threat(s) in the environment. It is the perception one has about his or her ability to cope with the threat.
- Stress in itself is not a bad thing. Some stress is normal and healthy. Stress may result in more focused attention, which in some situations could actually be beneficial to performance.
- The problem with stress is that it can accumulate and overpower a person, thus becoming detrimental to performance. Stress increases as familiarity with a situation decreases. It can result in panic, inhibiting the ability to effectively sense, perceive, recall, think, or act. Anxiety and fear usually follow when an individual feels unable to respond successfully.
- Along with anxiety and fear, memory lapses are among the first symptoms to appear. The inability to think critically or to perform physical acts with accuracy soon follows.

## emotional arousal vs task performance



### Inverted-U Hypothesis

# TWIN - Error Precursors

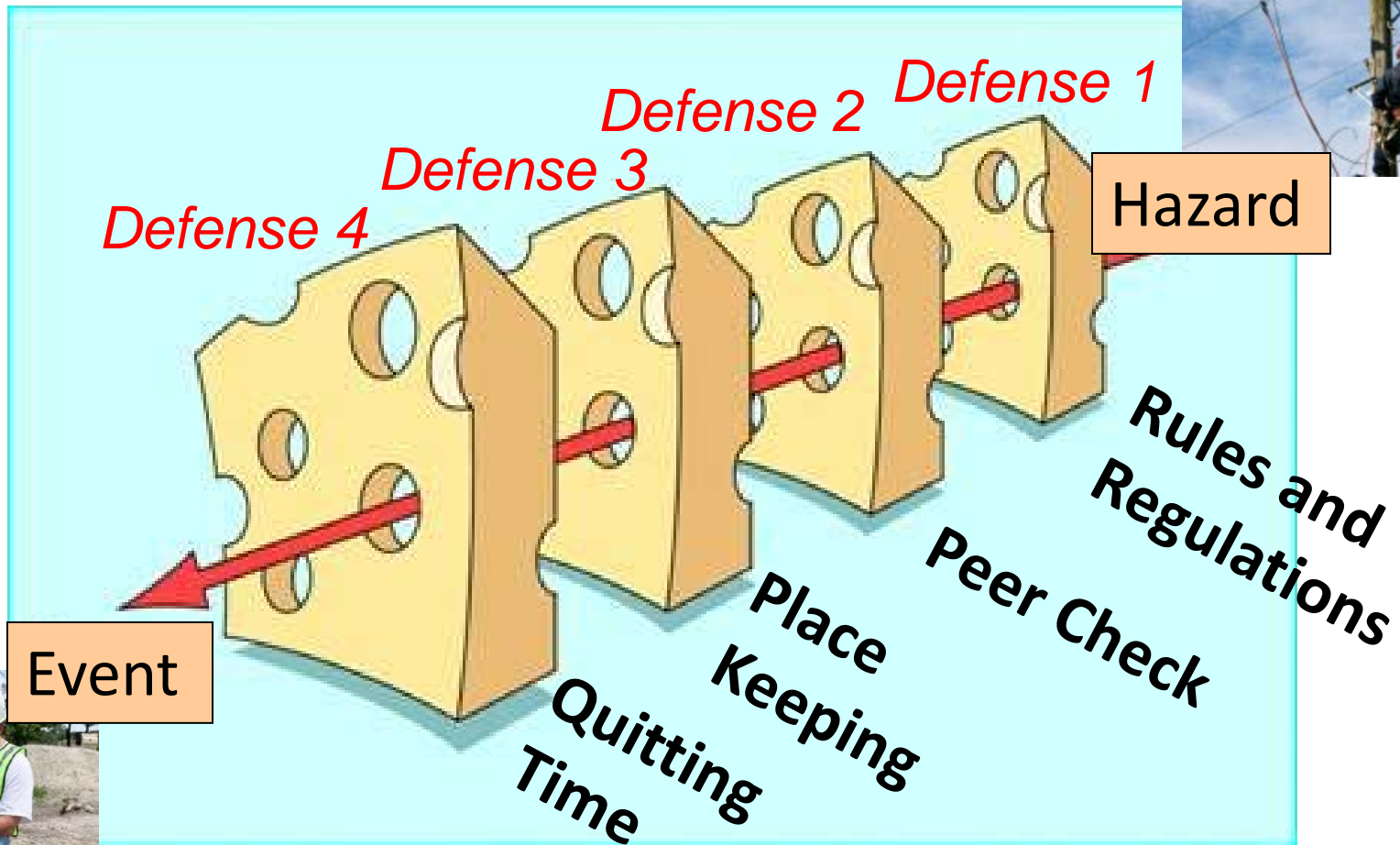
<b>Task Demands</b>	<b>Work Environment</b>
Time pressure (in a hurry)	Distractions / Interruptions
High workload (memory requirements)	Changes / Departure from routine
Simultaneous, Multiple tasks	Confusing displays / control
Repetitive actions (monotony)	Work - arrounds
Unclear goals, roles, or responsibilities	Unexpected equipment conditions
Lack of or unclear standards	Back shift or recent shift change
Complex / High information flow	
<b>Individual Capabilities</b>	<b>Human Nature</b>
Unfamiliarity with task (first time)	Stress
Lack of knowledge (faulty mental model)	Habit patterns
Imprecise communication habits	Assumptions
Lack of proficiency; inexperience	Complacency / over confidence
Overzealousness for safety critical task	Inaccurate risk perception
Illness or fatigue – Fitness for duty	Communication shortcuts
Lack of big picture	

<b>Pre-Job Briefing</b>	<b>Values &amp; Norms</b>
<b>Communications – Oral &amp; Written</b>	<b>Maintenance Processes</b>
<b>Work Planning &amp; Scheduling</b>	<b>Procedure Development</b>
<b>Controls, Measures and Monitoring</b>	<b>Goals &amp; Priorities</b>
<b>Design &amp; Modifications</b>	<b>Organizational Structure</b>
<b>Task Structure</b>	<b>Roles &amp; Responsibilities</b>
<b>Written Guidance: Rules, Policies and Practices</b>	<b>Training &amp; Qualification</b>

- *A review of the INPO industry event data base reveals that **events occur more often due to error-prone tasks and error-prone work environments than from error-prone individuals***
- *Error-prone tasks and work environments are typically created by latent organizational weaknesses.*

*Source: Reason – 1991 (modified)*

But it is possible that under the wrong set of circumstances, an event could occur....



- **Those things that “set-up” a mistake to happen**
  - ❑ **Task demands are greater than the worker’s abilities**
  - ❑ **Confusing conditions make the job harder**
  - ❑ **New techniques not used before**
  - ❑ **Mental shortcuts**
  - ❑ **Lack-of or unclear standards**
  - ❑ **Illness / Fatigue**
- **Distractions**
- **Interruptions**
- **Unplanned changes**

# Common Error Precursors

<b>Task Demands</b>	<b>Individual Capabilities</b>
o <b>High workload</b> (memory requirements)	o <b>Unfamiliarity with task / First time</b>
o <b>Time pressure</b> (in a hurry)	o <b>Lack of knowledge</b> (faulty mental model)
o <b>Simultaneous, multiple tasks</b>	o <b>New technique not used before</b>
o <b>Repetitive actions / Monotony</b>	o <b>Imprecise communication habits</b>
o <b>Irrecoverable actions</b>	o <b>Lack of proficiency; Inexperience</b>
o <b>Interpretation requirements</b>	o <b>Unsystematic problem-solving skills</b>
o <b>Unclear goals, roles, or responsibilities</b>	o <b>“Can do” attitude for safety-critical task</b>
o <b>Lack of or unclear standards</b>	o <b>Illness or fatigue; general health</b>
<b>Work Environment</b>	<b>Human Nature</b>
o <b>Distractions / Interruptions</b>	o <b>Stress</b>
o <b>Changes / Departure from routine</b>	o <b>Habit patterns</b>
o <b>Confusing procedure / Vague guidance</b>	o <b>Assumptions</b>
o <b>Confusing displays / controls</b>	o <b>Complacency / Overconfidence</b>
o <b>Work-arounds / OOS instrumentation</b>	o <b>Mind set (intentions)</b>
o <b>Hidden system responses</b>	o <b>Inaccurate risk perception</b>
o <b>Unexpected equipment conditions</b>	o <b>Mental shortcuts or biases</b>
o <b>Lack of alternative indication</b>	o <b>Limited short-term memory</b>

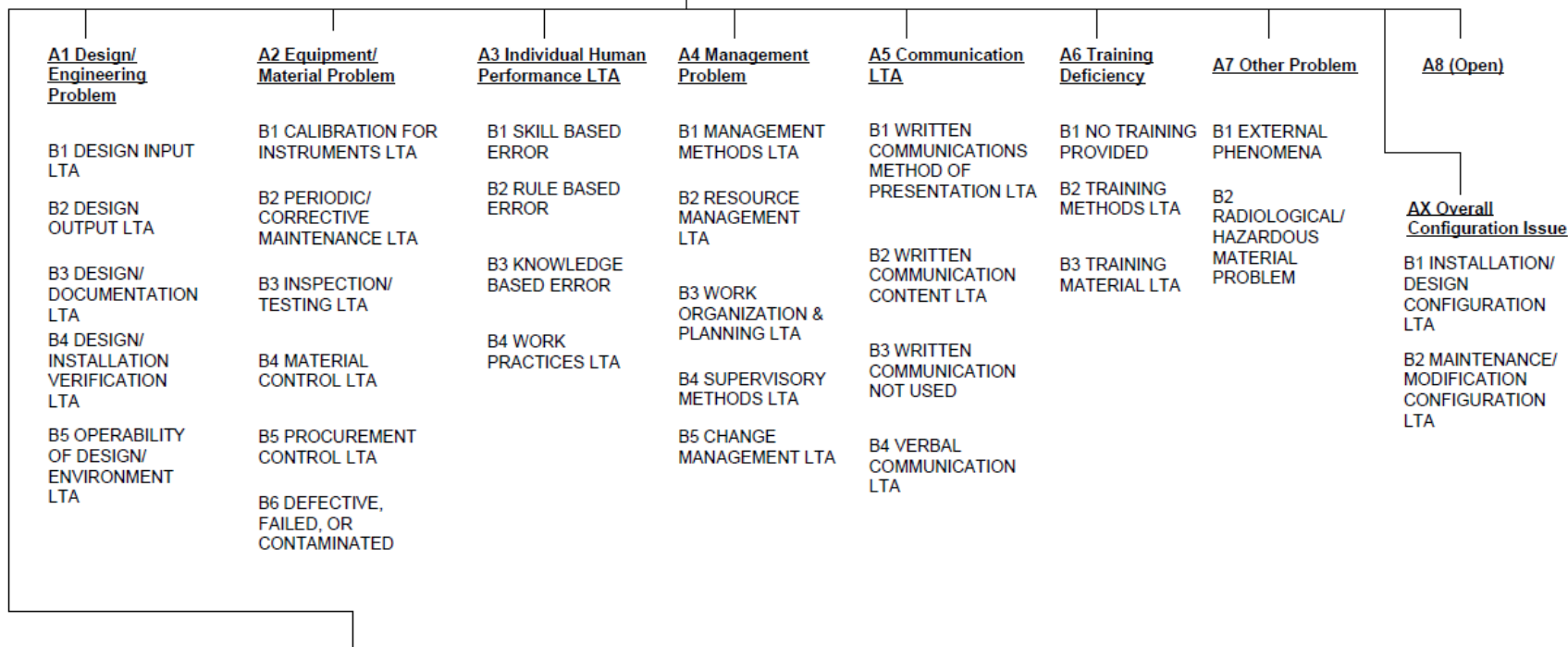


# NERC CCAP

## North American Electric Reliability Corporation Causal Code Assignment Process

*An event and data analysis tool*

The Reliability Risk Management Group (RRM) has designed, developed, and implemented the North American Energy Reliability Corporation (NERC) Causal Code Assignment Process to allow accurate, efficient trending and subsequent analysis of events for sharing and providing a cooperative forum focused on improving the reliability of the Bulk Power System (BPS).

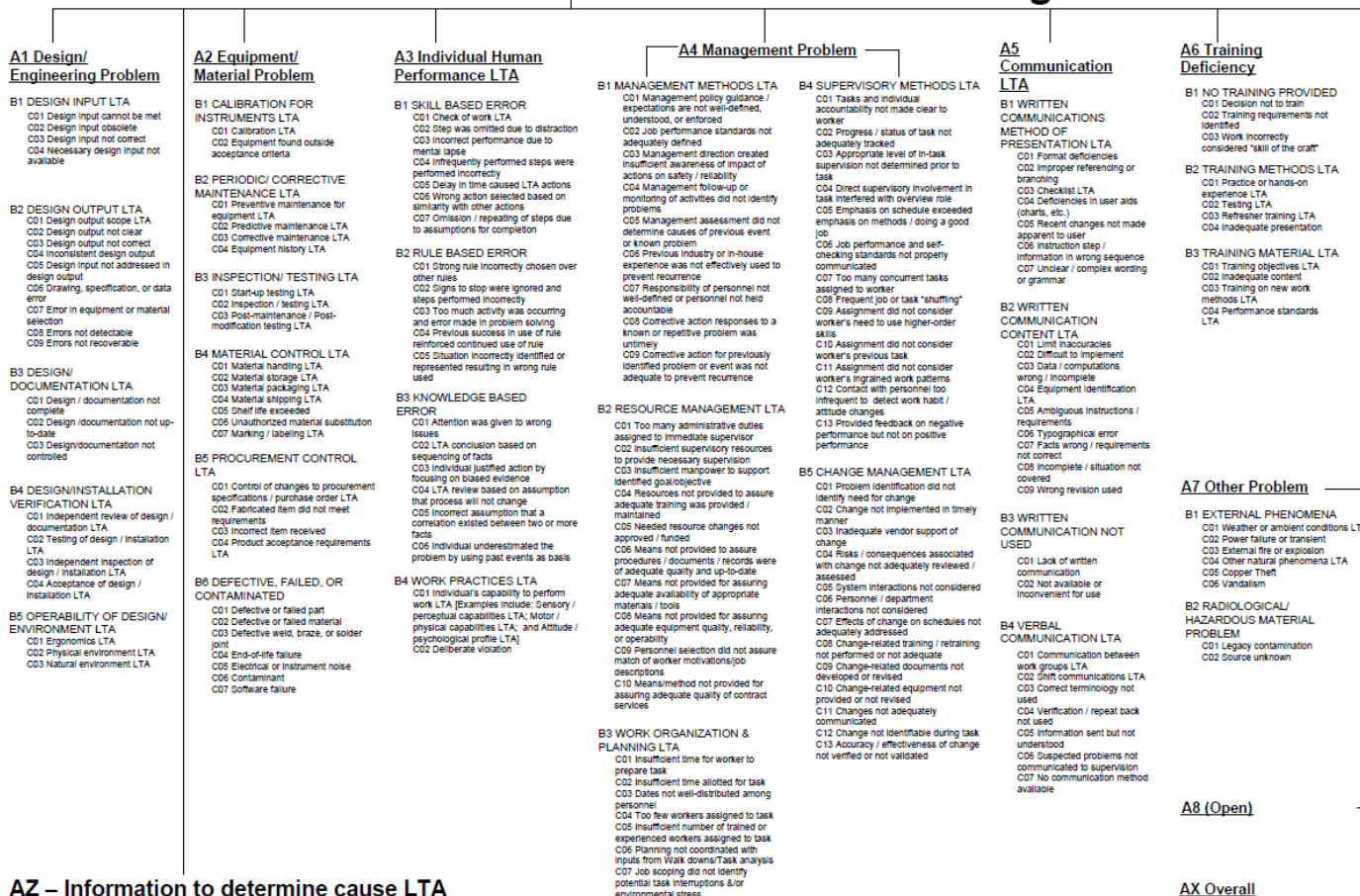


**AZ – Information to determine cause LTA**

Level A nodes are underlined	Level C nodes are in "sentence case"
Level B nodes are in ALL CAPS	LTA = Less Than Adequate



## NERC CCAP Cause Code Assignment Process



Level A nodes are underlined  
Level B nodes are in ALL CAPS

Level C nodes are in "sentence case"  
LTA = Less Than Adequate

# NERC

NORTH AMERICAN ELECTRIC  
RELIABILITY CORPORATION

# Questions?

[james.merlo@nerc.net](mailto:james.merlo@nerc.net)

**RELIABILITY | ACCOUNTABILITY**

