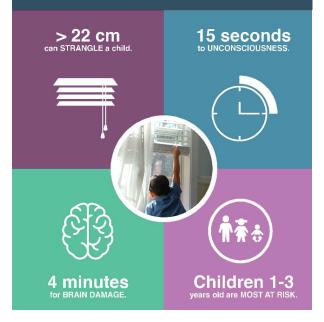


Cords and kids don't mix!

Strangulation happens quickly and quietly. It can happen even when caregivers are nearby.

Keep your child safe by removing blinds and window coverings with long accessible cords that can wrap around their neck.

The best way to keep your child safe is to remove blinds and window coverings with long accessible cords, starting first with those in children's rooms and play spaces.



BLIND AND WINDOW COVERING SAFETY



What is the Government of Canada doing to keep you safe?

In 2021, Health Canada's Corded Window Coverings Regulations came into effect to protect children from strangulation. Canada's requirements for blinds and window coverings are the strictest in the world, and apply to all products sold in Canada, both custom-made and off the shelf.

How does this impact the blind and window covering options that are available?

Given the Corded Window Coverings Regulations, products with long accessible cords are no longer allowed to be sold in Canada online or in retail stores. There are many options with no long accessible cords for all sizes of windows available online and at retail locations.

What should you do if you already have blinds and window coverings that have long accessible cords?

You can still take steps to reduce the risk. Make sure to:

- Always keep cords out of the reach of children.
- Never place cribs, beds, and playpens near a window where a child could reach a cord.
- Do not place furniture that a child can climb near a window.

Where can you find out more?

To learn more, please visit **Canada.ca** [search: "blind and window covering safety"], call 1-866-662-0666 or email **cps-spc@hc-sc.gc.ca**. If you experience a health or safety problem with a consumer product, submit a consumer incident form to Health Canada (canada.ca/report-aproduct).



@GovCanHealth



@HealthyCdns

© Her Maiesty the Oueen in Right of Canada as represented by the Minister of Health, 2022, Cat.: H129-130/2022E-PDF ISBN: 978-0-660-42636-5 Pub.: 210731







