

# Slip & Fall Injuries

I have been injured in a slip and fall. What are my rights?

If you are injured as a result of a fall, there are often short timelines in which you must notify the property owner of the fall and injuries. If you were injured on property owned or controlled by a municipality, you must provide written notice to the appropriate municipality of that incident within 10 days in order to maintain your right to bring in action.

In addition, the *Occupiers' Liability Act* has been amended to require that falls on any property related to the accumulation of snow or ice require written notice to be given to the property owner or the maintenance company within a period of 60 days in order to maintain the right to bring an action.

The *Occupiers' Liability Act* requires that property owners and occupiers use reasonable care to maintain their property in a condition which is safe for those who enter and use it. Injuries can occur as a result of snow, ice, uneven or broken pavement, pooling water, unidentified trip hazards, or other forms of lack of maintenance.

It is important to contact a lawyer soon after you have been injured in order to preserve your rights by way of notice, if required, and also in order to ensure that the evidence surrounding the circumstances of your injury has been preserved.

When you have a legal matter and need to hire a lawyer, you may be able to pay for these services on a contingency basis. That means you only pay legal fees if you receive money because your case wins or you get a negotiated settlement. Please see our [Contingency Fee section](#) for answers to



frequently asked questions and see each lawyer's individual biography for their maximum contingency fee rates.

## Contact Us

Please contact a personal injury lawyer today for a free initial consultation by [email](#) or by phone at (519) 672-5666. In many cases, your legal fees are deferred until a settlement is reached. We welcome referrals from other lawyers.

Contact us for a FREE consultation

