



**California State University Long Beach**  
1250 Bellflower Blvd., Long Beach, CA 90840 USA

## **CSULB School of Art**

### **3D Foundation Studio FA3-112 Foundation Program**

### **General Expectations, risks and hazards, precautions, Personal Protective Equipment (PPE), and Health/Safety Considerations for the 3D Foundation Studio**

(Health/Safety Document)

**Updated 2022-09-01**

**NOTE: All Participants in the 3D  
Foundation Studio must fully familiarize  
themselves with this Health/Safety  
Document.**

**NOTE:** This Health/Safety Document is provided to all Participants prior to their access to and utilization of facilities and equipment in the 3D Foundation Studio, and utilization of materials and processes in the Foundation Studio, for the purpose of informing Participants of general expectations, risks and hazards, precautions, personal protective equipment (PPE), and health/safety considerations for area-specific facilities, equipment, tools, materials, and processes in the 3D Foundation Studio.

The 3D Foundation Studio is an instructional and working area combining the characteristics of an art studio environment and an industrial environment.

Participants accessing and utilizing facilities and equipment in the 3D Foundation Studio and utilizing materials and processes in the 3D Foundation Studio, will work with, encounter, be exposed to, and work in the presences of facilities, equipment, materials, and processes that come with associated known and unknown risks and hazards including but not limited to those detailed in this Health/Safety Document.

Risks associated with the 3D Foundation Studio include but are not limited to risks of physical or psychological injury, pain, suffering, illness, disfigurement, temporary or permanent disability (including paralysis), economic or emotional loss, and/or death for the Participant, for anyone who accompanies the participant in the 3D Foundation Studio, and potentially for the unborn children or future descendants of the Participant.

**NOTE:** This Health/Safety Document is NOT a training or authorizing document for use of any facilities, equipment, processes, or materials described herein.

This Health/Safety Document ONLY provides information on expectations, risks and hazards, precautions, personal protective equipment, and health/safety considerations.

Receipt of this Health/Safety Document in no way implies training or authorization to work in the 3D Foundation Studio or to use any of the facilities, equipment, processes, or materials described herein.

**NOTE:** Direct supervision and assistance from staff and/or faculty are provided routinely in the 3D Foundation Studio only during and in scheduled course meetings, and at all other times and in all other locations and circumstances, Participants cannot expect direct supervision and assistance from staff and/or faculty.

## **Additional Important Notifications**

**NOTE:** The term “Participant” is used throughout this Health/Safety Document. A Participant is a person who has an appropriate current status in relation to CSULB, the College of the Arts (COTA), the School of Art (SoA), and the 3D Foundation Studio; who has voluntarily requested access to and utilization of facilities and equipment in the 3D Foundation Studio, and utilization of materials and processes in the 3D Foundation Studio; and who has been authorized for such authorization as defined in the three Participant Levels described in this Health/Safety Document, titled “General Expectations, Risks and Hazards, Precautions, Personal Protective Equipment (PPE), and Health/Safety Considerations for the 3D Foundation Studio.”

**NOTE:** The information herein applies to the entirety of the CSULB 3D Foundation Studio (FA3-112) and adjacent exterior work yards.

**NOTE:** The information herein applies to all individuals accessing the 3D Foundation Studio.

**NOTE:** Use of facilities, equipment, processes, and materials in the 3D Foundation Studio is strictly limited to 3D Foundation faculty and staff; students currently enrolled in 3D Foundation courses.

**NOTE:** This Health/Safety Document addresses expectations, risks and hazards, precautions, personal protective equipment, and health/safety considerations regarding facilities, equipment, processes, and materials, and addresses them ONLY in the context of the CSULB 3D Foundation Studio. This Health/Safety Document does not and cannot serve as informational regarding same or similar facilities, equipment, processes, and materials utilized elsewhere. Additionally, it is very important to understand that the facilities, equipment, processes, and materials addressed in this Health/Safety Document may have other and or additional expectations, risks and hazards, precautions, personal protective equipment, and health/safety considerations attached to them, and may be unsafe and dangerous, if taken out of the CSULB 3D Foundation Studio, or if same or similar facilities, equipment, processes, and materials are employed in an off-campus setting, particularly in a domestic setting or other setting accessible to untrained users.

## 3D Foundation Studio Access/Utilization – Participant Levels

Access to and utilization of facilities and equipment in the 3D Foundation Studio, and utilization of materials and processes in the 3D Foundation Studio, are limited as follows.

Every person accessing and utilizing facilities and equipment in the 3D Foundation Studio, and utilizing materials and processes in the 3D Foundation Studio, does so voluntarily, either as an employee of the university working in accordance with an employment contract, or by request as a Participant in one of the following three levels.

**Participant Level 1 – Student During Class:** Participant is a student currently enrolled in a course in the 3D Foundation Studio, who requests access to facilities and equipment, and utilization of materials and processes, in the 3D Foundation Studio, directly related to the course and in order to work only during scheduled course-meeting time. Limited specifically to scheduled course meeting times.

This level requires the following for access and utilization in the 3D Foundation Studio:

- Participant has completed General Safety Training for the 3D Foundation Studio inclusive of receiving and reviewing the General Expectations, risks and hazards, precautions, Personal Protective Equipment (PPE), and Health/Safety Considerations for the 3D Foundation Studio document.
- Participant has completed Safety Certification Process and has been authorized for access and utilization within regular weekday hours.

Participant must complete additional training before using any materials, processes, tools, or equipment, and may have to complete intensive training and testing for some materials, processes, tools, and equipment.

This access/utilization may be further limited or revoked at any time by CSULB faculty or staff.

**Participant Level 2 – Student Outside of Class:** Participant is a student currently enrolled in a course in the 3D Foundation Studio, who requests access to facilities and equipment, and utilization of materials and processes, in the 3D Foundation Studio, directly related to the course in order to work outside of scheduled course-meeting time. Limited to the semester/term during which the student is enrolled in the course.

- Participant has completed General Safety Training for the 3D Foundation Studio inclusive of receiving and reviewing the General Expectations, risks and hazards, precautions, Personal Protective Equipment (PPE), and Health/Safety Considerations for the 3D Foundation Studio document;
- Participant has completed Safety Certification Process and has been authorized for access and utilization within regular weekday hours.
- Participant must not work alone in the 3D Foundation Studio and must log in when using area using process defined by the School of Art and College of the Arts.

Access/utilization during “after hours” such as weekend hours or extended hours in the late night or early morning is subject to further limitation and requires satisfactory completion of a safety test by the Participant.

Participant must complete additional training before using any materials, processes, tools, or equipment, and may have to complete intensive training and testing for some materials, processes, tools, and equipment.

Access/utilization may be limited or revoked at any time by CSULB faculty or staff.

**Participant Level 3 – Other Authorized Participant:** Participant is a person not enrolled in a course or program of study associated with the 3D Foundation Studio, who requests defined/limited access to facilities and equipment, and utilization of materials and processes in the 3D Foundation Studio. Limited to dates and hours defined by written agreement.

Participant may not be enrolled as a student at CSULB, and may be subject to additional agreements defining and limiting the Participant’s status in relation to the University, CSULB, College of the Arts, School of Art, and 3D Foundation Studio.

- Participant has completed General Safety Training for the 3D Foundation Studio inclusive of receiving and reviewing the General Expectations, risks and hazards, precautions, Personal Protective Equipment (PPE), and Health/Safety Considerations for the 3D Foundation Studio document;
- Participant has completed Safety Certification Process and has been authorized for access and utilization within regular weekday hours.
- Participant must not work alone in the 3D Foundation Studio and must log in when using area using process defined by the School of Art and College of the Arts.

Access/utilization during “after hours” such as weekend hours or extended hours in the late night or early morning is subject to further limitation and requires satisfactory completion of a safety test by the Participant.

Participant must complete additional training before using any materials, processes, tools, or equipment, and may have to complete intensive training and testing for some materials, processes, tools, and equipment.

Access/utilization may be limited or revoked at any time by CSULB faculty or staff.

## **General Stipulations/Provisions**

Access to and utilization of facilities and equipment in the 3D Foundation Studio, and utilization of materials and processes in the 3D Foundation Studio, is by request of the Participant, must be authorized, requires General Safety Training, may require additional specialized training and/or testing, and is revocable and subject to further limitation.

Some facilities, equipment, materials, and processes will require additional specialized training and/or testing prior to access/utilization.

Access to and utilization of facilities and equipment in the 3D Foundation Studio, and utilization of materials and processes in the 3D Foundation Studio, is limited as appropriate to the Participant's status in relation to CSULB, the College of the Arts (COTA), the School of Art (SoA), and the 3D Foundation Studio, and as designated in one of the three Participant Levels defined and limited in this Health/Safety Document, and further defined and limited in additional information, guidelines, and policies issued by CSULB, the College of the Arts (COTA), the School of Art (SoA), and/or the 3D Foundation Studio. Any change in the Participant's status in relation to CSULB, the College of the Arts (COTA), the School of Art (SoA), and/or the 3D Foundation Studio, including but not limited to withdrawal from or completion of a course or program of study, suspension or leave from CSULB, or termination of an agreement defining the Participant's status in relation to CSULB, the College of the Arts (COTA), the School of Art (SoA), and/or the 3D Foundation Studio, VOIDS all access/utilization.

Authorization for access to and utilization of facilities and equipment in the 3D Foundation Studio, and utilization of materials and processes in the 3D Foundation Studio, is granted on an individual basis, to a single Participant, and cannot be extended or transferred by the Participant to other persons.

The University may terminate a Participant's access/utilization at any time.

Conduct by a Participant in violation of the principles defined in this Health/Safety Document may result in further restriction, suspension, or termination of access/utilization, and/or referral for further academic discipline, and or referral to law enforcement, and/or further legal action.

## **General Health, Safety and Conduct Matters for Safe Working in the 3D Foundation Studio**

### **CORE Health and Safety Principles**

No one may use any equipment, tools, materials, or processes in the 3D Foundation Studio if they have not been trained on their use in the CSULB 3D Foundation Studio by CSULB faculty or staff, AND if they have not been specifically authorized to use them. Any exceptions to this policy, which are rare, must be by written agreement with the University.

Participants working in the 3D Foundation Studio may be accompanied by or have appointments with visitors, including vendors and service providers, only with explicit and specific authorization from faculty or staff.

Other than small non-powered and non-heating tools, all tools or equipment brought onto the premises must be reviewed and cleared by 3D Foundation faculty or staff prior to use. Clearance means that these items appear to be safe for use with proper use, handling, and precautions; it is not an assurance of safety.

All materials brought onto the premises must be reviewed and cleared by 3D Foundation faculty or staff prior to use. Clearance means that these items appear to be safe for use with proper use, handling, and precautions; it is not an assurance of safety.

### **Right-to-know/Hazard Communications, Containers, and Reuse of Containers**

Containers must be clearly labeled as to their contents, and containers previously used for other purposes may only be reused if their prior labeling is completely removed or obscured so as to avoid any confusion about contents.

You must operate on the assumption that anyone could get ahold of your container and misunderstand its contents if it is not clearly labeled.

Please inform faculty of any containers that are unlabeled or that you believe may be inaccurately labeled.

## **Material Safety Data Sheets (MSDS)**

A Material Safety Data Sheet (MSDS) is a document that lists information relating to occupational safety and health for the use of various substances and materials. Material Safety Data Sheets are maintained on the premises for all materials commonly used in the 3D Foundation Studio, and are available for review upon request.

## **Proper Disposal of Art Materials And Chemicals**

All mineral-based materials must be disposed of in the mineral waste dumpsters adjacent to the 3D Foundation Studio. Please DO NOT dispose of such materials in trashcans located throughout the 3D Foundation Studio. For disposal of other materials, please consult faculty or technical staff in the 3D Foundation Studio before disposing.

## **Food and Beverage**

Food and Beverage are not to be consumed in the 3D Foundation Studio.

## **Smoking, Vaping, Tobacco**

Smoking and vaping of any substance, as well as use of any tobacco product, are not permitted anywhere on the premises.

## **Alcohol, Substance Use**

Alcoholic beverages may only be consumed on Campus in areas that have been permitted by the California Department of Alcoholic Beverage Control, or that have been approved for special events. The 3D Foundation Studio is not so permitted, nor are any events in the 3D Foundation Studio pre-approved for serving or consuming alcohol. Alcoholic beverages are not permitted in the 3D Foundation Studio.

With the exception of rare approved special events, which will be announced as such by University Personnel, alcoholic beverages may not be possessed or consumed anywhere in the 3D Foundation Studio.

Anywhere on the CSULB campus, and on property owned or operated by the University, the solicitation, sale, use, or knowing possession of dangerous drugs, restricted dangerous drugs, or narcotics (as these terms are used in California statutes) are prohibited. Excepted are drugs lawfully prescribed or lawfully permitted. However, use of cannabis, whether prescribed or otherwise, is prohibited on Campus grounds and facilities.

CSULB enforces all drug laws in the University community. Violations of any of the above will result in legal sanctions, University sanctions, or both (California Health and Safety Code, Division 10, all, and including, Section 11357 through 11401).

The use, possession or sale of cannabis and any THC derivatives are prohibited at CSULB. Under federal law which supersedes State law, cannabis is still illegal. The campus is held to two federal laws, the Drug-Free Schools and Community Act, and the Drug-Free Workplace Act. These laws say that in order to receive any federal funding (work-study, financial aid, and federal research grants), the university must prohibit all illegal drugs. As for medical cannabis, the Drug-Free Schools and Community Act, and the Drug-Free Workplace Act do not distinguish medical and non-medical use. CSULB, like all public colleges and universities, prohibits any cannabis use, regardless of medical status.

Use or possession of illegal drugs on Campus, including drugs that may be considered legal by the state of California but remain prohibited under federal law and/or by CSULB, is strictly prohibited.

No one is to work in the 3D Foundation Studio, come to the 3D Foundation Studio, be present in the 3D Foundation Studio, be in or operating University vehicles, be in or operating personal vehicles while engaged in University

activities, or in any way otherwise engaged in University activities while “under the influence” of a controlled substance, alcohol, illegal drugs, cannabis, THC derivatives or any substance which could compromise performance or safety. This includes the use of prescription and over-the-counter drugs not used in accordance with the prescription directions.

## **Common Physical Environmental Hazards**

Please be mindful of the following.

- Shock hazards in general and particularly related to electrical equipment used with liquids such as mixers and saws, or electrical equipment use adjacent to water.
- Trip/Slip hazards such as extension cords, projects, materials, wet/slippery floors.
- Ingestion hazards: No food or drink in labs.
- Respiratory hazards: N-95 mask whenever around dust areas.
- Hot surfaces: hot glue guns, soldering irons, and heat guns are HOT.
- Open flame: keep self and combustible materials clear of open flames.
- Fumes: proper ventilation/outdoor only.

## **Conduct**

All those present in the 3D Foundation Studio are expected to conduct themselves in a respectful, responsible, and considerate manner towards all people present on Campus and in the 3D Foundation Studio learning and making community.

Classroom-appropriate behavior is expected at all times. We are here to have fun working, but we are here to work effectively and to contribute to an environment that allows others to work effectively. Respect for all those working in the area is a must.

All those present in the 3D Foundation Studio must operate at all times according to safety rules and safe practices as discussed, demonstrated, and documented in courses, instruction, training, and daily operations.

All those present in the 3D Foundation Studio must clean up thoroughly at the end of any work session in or outside of course times wherever they may have worked in the lab.

All those present in the 3D Foundation Studio must use the common areas in the 3D Foundation Studio respectfully help keep them clean and ready for use by others.

All those present in the 3D Foundation Studio must maintain regular, open and responsive communication with CSULB faculty and staff, including responding promptly to email, text, and phone messages regarding university-related matters.

Wherever you are working, and whatever you are working with, take appropriate precautionary steps for yourself and your neighbors, use the material in a safe and appropriate way, protect the area where you're working, clean up your mess, and dispose of material waste properly.

If someone else tells you that you are operating in a way that negatively impacts them, then you need to stop what you are doing until you can consult with faculty and resolve the matter.

## **Compliance with Law and Policy**

All persons present in the 3D Foundation Studio must at all time while in the area comply with all university, CSULB, COTA, SoA, and CAP policies and directives including but not limited to the following.

CSULB General Policies and Regulations:

<http://catalog.csulb.edu/content.php?catoid=6&navoid=640>

CSULB Campus Standards of Conduct:

<http://catalog.csulb.edu/content.php?catoid=6&navoid=640#campus-standards-of-conduct>

All persons present in the 3D Foundation Studio must at all time while in the area comply with all laws and University policies applicable to my presence on Campus, engagement in the Activity, and all business and conduct with and within the University.

All persons present in the 3D Foundation Studio must at all time while in the area comply with all laws and University policies applicable to use of the 3D Foundation Studio and Campus including, without limitation, laws relating to fire safety and materials use.

## **Reporting Of Accidents, Exposures, and Injuries**

All accidents, exposures or potential exposures to hazardous substances, or injuries must be reported promptly to supervising faculty or staff in the area.

In the event of an emergency, call 911.

## **Fire Extinguishers and Smoke/Fire Detection, Alarm, Emergency Lighting, and Fire Suppression Equipment**

Fire extinguishers are located throughout the 3D Foundation Studio in all key areas. Please note their location.

No one may remove, disable, disconnect, or inhibit any smoke/fire detection, alarm, emergency lighting, or fire suppression equipment. This includes blocking access to this equipment or blocking visibility of this equipment.

## **General Studio Attire Required at All Times**

- Closed-toe shoes with non-slip soles.
- Clothing made of comfortable, durable, breathable, fabrics you can comfortably move in, and that you don't mind getting messy or possibly ruining.
- Please avoid clothing made of materials that are highly flammable, or that melt when heated.
- NO excessively loose-fitting, or dangling clothing.
- NO dangling jewelry or accessories.
- NO jewelry or accessories on hands or wrists.
- Hair longer than chin/shoulder-length should be tied back or contained within a hat or hairnet so as to prevent it from falling forward.
- Long beards must be contained within a beard net.

## **Emergency Evacuation Route**

Exit routes are clearly marked with signs. In the event of an evacuation due to an actual emergency or drill, please follow exit signs and proceed to parking lot E7 past FO4.

## **Emergency Phone/Contact Procedure**

There is a direct line to the University Police Dispatch in the hallway by the drinking fountain near where the two corridors converge in FA3.

**For non-emergency police contact, please call (562) 985-4101.**

**For emergencies, use 911: call if you can; text if you can't.**

## **No Working Alone, Working in the 3D Foundation Studio Outside of Scheduled Class Time**

At almost all hours when the building is open, there are other people in the building; however, if you find yourself alone in the building, we ask that you leave or coordinate with another person to join you. No participants may work alone in the building. If you're working in the building at night or on weekends, take note of who else is in the building. Let them know you're working in the building and how long you plan to stay, and ask them how long they plan to stay. Let others know when you are leaving, and don't work alone in the building after everyone else has left. Simply put, there should be no "last person out." The last two people should leave together.

Quiet times on campus are great times to work in the 3D Foundation Studio, but they're also times when we need to be mindful of best practices for safety and security. Be aware of your surroundings and who is in the building. Don't leave valuables unattended. Don't be out of reach of a phone, and keep your phone charged.

Please keep the building doors shut. There is no clearer advertisement of our permeability and vulnerability than to have exterior doors standing open.

If something or someone seems suspicious to you, even if you're unsure, just call the University Police and let them check it out and sort it out.

There is a direct line to the University Police Dispatch in the hallway by the drinking fountain near where the two corridors converge in FA3.

**For non-emergency police contact, please call (562) 985-4101.  
For emergencies, use 911: call if you can; text if you can't.**

Understand that when the campus is quiet, activity of any kind seems more out of the ordinary, so whether they've been called or not, the University Police may come through the building just to see what's going on, and because they're generally not expecting to see people in our work areas at odd hours, they might ask who you are and ask a question or two. Keep your cool, show them your ID if they ask (please keep it handy) and let them know why you're on campus. If you're a student, provide the name of your instructor and your course information. If you're here by other arrangement, explain clearly and provide the name of your faculty or staff contact.

## **Awareness of Health Risks, Working While Pregnant**

Users should be aware of the health risks that come with the equipment, materials and processes they are using.

Users also should consider their own specific ability, health, and exposure concerns and follow a line of consultation as follows.

You are encouraged to inform faculty and staff of any ability concerns or limitations, health concerns or limitations, or exposure concerns or limitations, and indicate any needed accommodation. Users may be referred to the CSULB Bob Murphy Access Center for further consultation and/or may be asked to seek further medical consultation and documentation.

If you are not comfortable discussing such personal information with faculty and staff, please contact the Bob Murphy Access Center and/or a licensed medical doctor and ask them to provide information and instructions about how faculty and staff may try to accommodate you without revealing your underlying concerns.

If you are pregnant, please understand that your condition comes with unique concerns about ability, about maintaining health, and about exposure. In addition to any consultation regarding your pregnancy you wish to engage in with faculty or staff, please contact the Bob Murphy Access Center AND a licensed medical doctor and ask them to provide information and instructions about how faculty and staff may try to accommodate you.

## **General Principles and Expectations**

From wearing proper eye protection, to dust masks and respirators, to handling material and operating equipment properly, if you think you might be doing something in an unsafe way, or don't know what is safe or unsafe when it comes to what you're doing, stop and don't proceed until you know how to do it safely and are able to do so.

If you know you're doing something you shouldn't, then you shouldn't.  
If you think you might be doing something you shouldn't, then you shouldn't.

If you're doing something you know would really be easier and safer if you had a couple of other people to help you or just be nearby in case you get into a pinch, don't try to do it by yourself. Wait until you can get assistance.

Whenever in doubt, consult first.

Not being able to consult because faculty or staff are unavailable at the moment does not mean that you just get to go ahead with what you want to do. It means you have to wait until you can consult. Plan ahead.

## **Course-Specific Health and Safety**

For any students, regardless of major or minor status, students enrolled in 200-level or 300-level courses may not under any circumstance use any equipment, tools, or supplies in in the 3D Foundation Studio that they have not been trained on (in the course in which they are enrolled) or otherwise explicitly authorized to use.

# Personal Protective Equipment, and Health/Safety Considerations (Condensed List)

## Stationary Power Equipment

Miter Saw: a, b, c, 2, 3, 4, 6, 7, 8, 10, 11, 12, 13, 14, 15, 16, 17  
 Table Saw: a, b, c, 2, 3, 4, 6, 7, 8, 10, 11, 12, 13, 14, 15, 16, 17  
 Band Saw: a, b, c, 2, 3, 4, 6, 7, 8, 10, 11, 12, 13, 14, 15, 16, 17  
 Scroll Saw: a, b, c, 2, 3, 4, 6, 7, 8, 10, 11, 12, 13, 14, 15, 16, 17  
 Drill Press: a, b, c, 2, 3, 4, 6, 7, 8, 10, 11, 12, 13, 14, 15, 16, 17  
 Disk Sander: a, b, c, 2, 3, 4, 6, 7, 8, 10, 11, 12, 13, 14, 15, 16, 17  
 Drum Sander: a, b, c, 2, 3, 4, 6, 7, 8, 10, 11, 12, 13, 14, 15, 16, 17  
 Sewing Machine: 2, 3, 4, 7, 17  
 Bench Grinder: a, b, c, d, g, 1, 2, 3, 4, 5, 6, 7, 10, 11, 12, 13, 14, 15, 16, 17

## Stationary Equipment

Table Vice: 4, 7  
 Anvil: 4, 7  
 Bending Jig: 4, 7  
 Paper cutter: b, 3, 4, 7, 8, 11, 15, 17  
 Compressed Air: a, b, 7, 8, 11, 13, 14, 15, 11  
 Extruder: 4, 7, 8, 17

## Portable Power Tools

Drill: a, b, c, 2, 3, 4, 5, 6, 7, 8, 11, 13, 14, 15, 16, 17  
 Cordless Drill: a, b, c, 2, 3, 4, 5, 6, 7, 8, 11, 13, 14, 15, 16, 17  
 Impact Driver: a, b, c, 2, 3, 4, 5, 6, 7, 8, 11, 13, 14, 15, 16, 17  
 Cordless Drill Mixer: a, b, c, 1, 2, 3, 4, 5, 6, 7, 8, 10, 11, 13, 14, 16, 17  
 Blender: 1, 2, 3, 7, 10, 16  
 Dremel: a, b, c, 2, 3, 4, 5, 6, 7, 8, 11, 13, 14, 15, 16, 17  
 Jig Saw: a, b, c, 2, 3, 4, 5, 6, 7, 8, 11, 13, 14, 15, 16, 17  
 Orbital Sander: a, b, c, 2, 3, 5, 6, 7, 8, 11, 13, 14, 15, 16, 17  
 Palm Sander: a, b, c, 2, 3, 5, 6, 7, 8, 11, 13, 14, 15, 16, 17  
 Angle Grinder: a, b, c, d, f, g, 1, 2, 3, 6, 7, 11, 13, 14, 15, 16, 17  
 Extension Cords, Power Strips: 1, 7, 9  
 Box Fan: 1, 2, 3, 9  
 Shop Vac: a, 1, 9, 13  
 Temporary Lighting: 1, 5

## PPE (Personal Protective Equipment) Required

- a. N95 Dust Mask
- b. Safety Glasses
- c. Hearing Protection
- d. Leather Gloves
- e. Nitrile or other material-appropriate gloves required
- f. Protective Footwear
- g. Full Face Protection Recommended
- h. Respirator appropriate to vapors/fumes associated with material or process

## Safety Considerations

1. Shock Hazard
2. Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
3. Sharp Point/Blade – Laceration/abrasion Hazard
4. Crush/Pinch Hazard
5. Hot Surface/Fire/Burn Hazard
6. Appropriate Attire Caution
7. Surrounding Awareness Caution
8. Path/Direction of Force Caution
9. Trip/Slip/Fall Hazard
10. Splash/Splatter/Spill Hazard
11. Projectile Hazard
12. Ingestion Hazard
13. Inhalation/Respiratory Hazard
14. Skin Irritation/Damage Hazard
15. Eye Irritation/Injury Hazard
16. Ear Injury / Hearing Damage Hazard
17. Bodily Injury Hazard

## Heat Tools

Heat Gun: b, h, 1, 5, 6, 7, 8, 11, 13, 14, 15, 17  
Soldering Iron: b, h, 5, 6, 7, 8, 13, 14, 15, 17  
Rose Bud Torch: b, h, 5, 6, 7, 8, 11, 13, 14, 15, 17  
Heat Press: h, 4, 5, 7, 13  
Fabric Iron: 1, 4, 5, 7, 17  
Hot Glue Gun: 1, 5, 7, 14, 17  
Hair Dryer: 1, 5, 7, 17

## Pneumatic Tools

Brad Gun: b, c, 2, 3, 7, 8, 9, 11, 15, 16, 17  
Pin Nailer: b, c, 2, 3, 7, 8, 9, 11, 15, 16, 17  
Staple Gun: b, c, 2, 3, 7, 8, 9, 11, 15, 16, 17  
Rotary Tools: a, b, c, 2, 3, 5, 6, 7, 8, 9, 11, 13, 14, 15, 16, 17

## Lift/Transport Equipment

Push Cart: f, 4, 7, 8, 9, 17  
Ladder: 4, 7, 9, 17  
Hand Truck/Dolly: f, 4, 7, 8, 9, 17  
Tables on Casters: f, 4, 7, 8, 9, 17  
Wheeled Storage Tubs: f, 4, 7, 8, 9, 17

## Hand Tools

Hammer: b, 4, 7, 8, 11, 15, 17  
Mallet: b, 4, 7, 8, 11, 15, 17  
Chisel: b, 3, 4, 7, 8, 11, 15, 17  
Rasp: a, b, 3, 8, 11, 13, 15, 17  
File: a, b, 3, 8, 11, 13, 15, 17  
Surform: a, 3, 8, 11, 13, 15, 17  
Sandpaper: a, 8, 13, 15, 17  
Razor Saw: b, d, 3, 8, 11, 15, 17  
Hack Saw: b, d, 3, 8, 11, 15, 17  
Pull Saw: b, d, 3, 8, 11, 15, 17  
Miter Saw: a, b, 3, 4, 7, 8, 11, 13, 15, 17  
Miter Saw with Box: a, b, 3, 4, 7, 8, 11, 13, 15, 17  
Dowl Jig: 4  
Screwdriver: 3, 8  
Awl: b, 3, 7, 8, 15  
Pliers: 3, 4  
Snips: b, 3, 4  
Wrench: 4  
Vise Grip: 4  
Spring Clamp: 4  
Quick Grip: 4

## PPE (Personal Protective Equipment) Required

- a. N95 Dust Mask
- b. Safety Glasses
- c. Hearing Protection
- d. Leather Gloves
- e. Nitrile or other material-appropriate gloves required
- f. Protective Footwear
- g. Full Face Protection Recommended
- h. Respirator appropriate to vapors/fumes associated with material or process

## Safety Considerations

1. Shock Hazard
2. Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
3. Sharp Point/Blade – Laceration/abrasion Hazard
4. Crush/Pinch Hazard
5. Hot Surface/Fire/Burn Hazard
6. Appropriate Attire Caution
7. Surrounding Awareness Caution
8. Path/Direction of Force Caution
9. Trip/Slip/Fall Hazard
10. Splash/Splatter/Spill Hazard
11. Projectile Hazard
12. Ingestion Hazard
13. Inhalation/Respiratory Hazard
14. Skin Irritation/Damage Hazard
15. Eye Irritation/Injury Hazard
16. Ear Injury / Hearing Damage Hazard
17. Bodily Injury Hazard

C Clamp: 4  
 Bar Clamp: 4  
 Scissors: 3, 4, 15  
 X-acto knife: b, 3, 8, 17  
 Box Knife: 3, 8, 17  
 Olfa Knife: 3, 8, 17  
 Circle Cutter: 3, 8, 17  
 Oval Cutter: 3, 8, 17  
 Compass: 3  
 Clay Trimming Tool: 3  
 Needle Tool: 3, 15  
 Metal Rib: 3  
 Wire Clay Cutter: 3, 17  
 Fettling Knife: 3, 8, 15, 17  
 Putty Knife: 3, 8  
 Paint Scraper: a, b, 3, 13, 8  
 Rolling Pin: 4, 8  
 Seam Ripper: 3, 8  
 Thread Snips: 3  
 Pins: 3  
 Needles: 3

### Commonly Used Materials

Clay/Clay Dust: a, 7, 12, 13, 15  
 Air Dry Clay: a, 7, 12, 13, 14, 15  
 Alga-safe: a, 7, 12, 13, 15  
 Plasticine: 12  
 Ceramic Dry Powdered Materials: a, 7, 12, 13, 14, 15  
 Plaster: a, 7, 12, 13, 14, 15  
 Plaster Bandage: a, 7, 12, 13, 14, 15  
 Wool: 14  
 Canvas: 14  
 Cardboard: 7  
 Acrylic Sheets: b, 3, 7  
 Wood: a, b, c, 4, 7, 13, 14, 15, 16, 17  
 Wire: b, 3  
 Reed: 3  
 Hardware: 3  
 Artificial Sinew: 3  
 Paints: b, e, h, 7, 12, 13, 14, 15  
 Acrylic Mediums: b, e, 7, 12, 14, 15  
 Wax: a, b, e, 7, 12, 14, 15  
 Fixative: b, e, h, 7, 12, 14, 15  
 Vaseline: 12, 14  
 Murphy's Oil Soap: 12, 14  
 Nylon Fiber: a, 13, 14  
 Burlap: 14  
 Solvents: b, e, h, 7, 12, 13, 14, 15  
 Glues: b, e, h, 7, 12, 13, 14, 15

### PPE (Personal Protective Equipment) Required

- a. N95 Dust Mask
- b. Safety Glasses
- c. Hearing Protection
- d. Leather Gloves
- e. Nitrile or other material-appropriate gloves required
- f. Protective Footwear
- g. Full Face Protection Recommended
- h. Respirator appropriate to vapors/fumes associated with material or process

### Safety Considerations

1. Shock Hazard
2. Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
3. Sharp Point/Blade – Laceration/abrasion Hazard
4. Crush/Pinch Hazard
5. Hot Surface/Fire/Burn Hazard
6. Appropriate Attire Caution
7. Surrounding Awareness Caution
8. Path/Direction of Force Caution
9. Trip/Slip/Fall Hazard
10. Splash/Splatter/Spill Hazard
11. Projectile Hazard
12. Ingestion Hazard
13. Inhalation/Respiratory Hazard
14. Skin Irritation/Damage Hazard
15. Eye Irritation/Injury Hazard
16. Ear Injury / Hearing Damage Hazard
17. Bodily Injury Hazard

# **Personal Protective Equipment, and Health/Safety Considerations (Extended List)**

## **Stationary Power Equipment**

### **Miter Saw**

- N95 Dust Mask
- Safety Glasses
- Hearing Protection
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Crush/Pinch Hazard
- Appropriate Attire Caution
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Ear Injury/Hearing Damage Hazard
- Bodily Injury Hazard

### **Table Saw**

- N95 Dust Mask
- Safety Glasses
- Hearing Protection
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Crush/Pinch Hazard
- Appropriate Attire Caution
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard

- Ear Injury/Hearing Damage Hazard
- Bodily Injury Hazard

### **Band Saw**

- N95 Dust Mask
- Safety Glasses
- Hearing Protection
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Crush/Pinch Hazard
- Appropriate Attire Caution
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Ear Injury/Hearing Damage Hazard
- Bodily Injury Hazard

### **Scroll Saw**

- N95 Dust Mask
- Safety Glasses
- Hearing Protection
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Crush/Pinch Hazard
- Appropriate Attire Caution
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Ear Injury/Hearing Damage Hazard
- Bodily Injury Hazard

## **Drill Press**

- N95 Dust Mask
- Safety Glasses
- Hearing Protection
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Crush/Pinch Hazard
- Appropriate Attire Caution
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Ear Injury/Hearing Damage Hazard
- Bodily Injury Hazard

## **Disk Sander**

- N95 Dust Mask
- Safety Glasses
- Hearing Protection
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Crush/Pinch Hazard
- Appropriate Attire Caution
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Ear Injury/Hearing Damage Hazard
- Bodily Injury Hazard

## **Drum Sander**

- N95 Dust Mask

- Safety Glasses
- Hearing Protection
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Crush/Pinch Hazard
- Appropriate Attire Caution
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Ear Injury/Hearing Damage Hazard
- Bodily Injury Hazard

### **Sewing Machine**

- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Crush/Pinch Hazard
- Surrounding Awareness Caution
- Bodily Injury Hazard

### **Bench Grinder**

- N95 Dust Mask
- Safety Glasses
- Hearing Protection
- Leather Gloves
- Full Face Protection Recommended
- Shock Hazard
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Appropriate Attire Caution
- Surrounding Awareness Caution
- Splash/Splatter/Spill Hazard
- Projectile Hazard
- Ingestion Hazard
- Inhalation/Respiratory Hazard

- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Ear Injury/Hearing Damage Hazard
- Bodily Injury Hazard

### **Ceiling Mounted Pull Down Extension Cords**

- Shock Hazard
- Surrounding Awareness Caution
- Trip/Slip/Fall Hazard

### **Stationary Equipment**

#### **Table Vice**

- Crush/Pinch Hazard
- Surrounding Awareness Caution

#### **Anvil**

- Crush/Pinch Hazard
- Surrounding Awareness Caution

#### **Bending Jig**

- Crush/Pinch Hazard
- Surrounding Awareness Caution

#### **Paper Cutter**

- Safety Glasses
- Sharp Point/Blade – Laceration/abrasion Hazard
- Crush/Pinch Hazard
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Projectile Hazard
- Eye Irritation/Injury Hazard
- Bodily Injury Hazard

#### **Compressed Air**

- N95 Dust Mask
- Safety Glasses

- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard

## **Extruder**

- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Crush/Pinch Hazard
- Surrounding Awareness Caution

## **Portable Power Tools**

### **Drill**

- N95 Dust Mask
- Safety Glasses
- Hearing Protection
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Crush/Pinch Hazard
- Hot Surface/Fire/Burn Hazard
- Appropriate Attire Caution
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Ear Injury / Hearing Damage Hazard
- Bodily Injury Hazard

### **Cordless Drill**

- N95 Dust Mask
- Safety Glasses
- Hearing Protection

- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Crush/Pinch Hazard
- Hot Surface/Fire/Burn Hazard
- Appropriate Attire Caution
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Ear Injury / Hearing Damage Hazard
- Bodily Injury Hazard

### **Impact Driver**

- N95 Dust Mask
- Safety Glasses
- Hearing Protection
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Crush/Pinch Hazard
- Hot Surface/Fire/Burn Hazard
- Appropriate Attire Caution
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Ear Injury / Hearing Damage Hazard
- Bodily Injury Hazard

### **Cordless Mixing Drill**

- N95 Dust Mask
- Safety Glasses
- Shock Hazard

- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/Abrasion Hazard
- Crush/Pinch Hazard
- Appropriate Attire Caution
- Surrounding Awareness Caution
- Trip/Slip/Fall Hazard
- Splash/Splatter/Spill Hazard
- Projectile Hazard
- Ingestion Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Bodily Injury Hazard

### **Blender**

- Shock Hazard
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Surrounding Awareness Caution
- Splash/Splatter/Spill Hazard
- Ear Injury / Hearing Damage Hazard

### **Dremel**

- N95 Dust Mask
- Safety Glasses
- Hearing Protection
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Crush/Pinch Hazard
- Hot Surface/Fire/Burn Hazard
- Appropriate Attire Caution
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard

- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Ear Injury / Hearing Damage Hazard
- Bodily Injury Hazard

## **Jig Saw**

- N95 Dust Mask
- Safety Glasses
- Hearing Protection
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Crush/Pinch Hazard
- Hot Surface/Fire/Burn Hazard
- Appropriate Attire Caution
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Ear Injury / Hearing Damage Hazard
- Bodily Injury Hazard

## **Orbital Sander**

- N95 Dust Mask
- Safety Glasses
- Hearing Protection
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Hot Surface/Fire/Burn Hazard
- Appropriate Attire Caution
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard

- Ear Injury / Hearing Damage Hazard
- Bodily Injury Hazard

### **Palm Sander**

- N95 Dust Mask
- Safety Glasses
- Hearing Protection
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Hot Surface/Fire/Burn Hazard
- Appropriate Attire Caution
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Ear Injury / Hearing Damage Hazard
- Bodily Injury Hazard

### **Angle Grinder**

- N95 Dust Mask
- Safety Glasses
- Hearing Protection
- Leather Gloves
- Protective Footwear
- Full Face Protection Recommended
- Shock Hazard
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/Abrasion Hazard
- Appropriate Attire Caution
- Surrounding Awareness
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation /Respiratory Hazard
- Eye Irritation /Injury Hazard
- Ear Injury/Hearing Damage Hazard

- Bodily Injury Hazard

## **Extension Cords and Power Strips**

- Shock Hazard
- Trip/Slip/Fall Hazard

## **Box Fan**

- Shock Hazard
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/Abrasion Hazard
- Trip/Slip/Fall Hazard

## **Industrial Fan**

- Shock Hazard
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/Abrasion Hazard
- Trip/Slip/Fall Hazard

## **Shop Vac**

- N95 Dust Mask
- Shock Hazard
- Trip/Slip/Fall Hazard
- Inhalation/Respiratory Hazard

## **Temporary Lighting**

- Shock Hazard
- Hot Surface/Fire/Burn Hazard

## **Heat Tools**

### **Heat Gun**

- Respirator appropriate to vapors/fumes associated with material or process

- Shock Hazard
- Hot Surface/Fire/Burn Hazard
- Appropriate Attire Caution
- Surrounding Awareness
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Bodily Injury Hazard

### **Soldering Iron**

- Safety Glasses
- Respirator appropriate to vapors/fumes associated with material or process
- Hot Surface/Fire/Burn Hazard
- Appropriate Attire Caution
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Bodily Injury Hazard

### **Soldering Torch**

- Safety Glasses
- Respirator appropriate to vapors/fumes associated with material or process
- Hot Surface/Fire/Burn Hazard
- Appropriate Attire Caution
- Surrounding Awareness
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Bodily Injury Hazard

## **Rosebud Torch**

- Safety Glasses
- Respirator appropriate to vapors/fumes associated with material or process
- Hot Surface/Fire/Burn Hazard
- Appropriate Attire Caution
- Surrounding Awareness
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Bodily Injury Hazard

## **Heat Press**

- Respirator appropriate to vapors/fumes associated with material or process
- Crush/Pinch Hazard
- Hot Surface/Fire/Burn Hazard
- Surrounding Awareness Caution
- Inhalation/Respiratory Hazard

## **Fabric Iron**

- Shock Hazard
- Crush/Pinch Hazard
- Hot Surface/Fire/Burn Hazard
- Surrounding Awareness Caution
- Skin Irritation/Damage Hazard
- Bodily Injury Hazard

## **Hot Glue Gun**

- Shock Hazard
- Hot Surface/Fire/Burn Hazard
- Surrounding Awareness Caution
- Skin Irritation/Damage Hazard
- Bodily Injury Hazard

## **Hair Dryer**

- Shock Hazard
- Hot Surface/Fire/Burn Hazard
- Surrounding Awareness Caution
- Skin Irritation/Damage Hazard
- Bodily Injury Hazard

## **Pneumatic Tools**

### **Brad Gun**

- Safety Glasses
- Hearing Protection
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Trip/Slip/Fall Hazard
- Projectile Hazard
- Eye Irritation/Injury Hazard
- Ear Injury / Hearing Damage Hazard
- Bodily Injury Hazard

### **Pin Nailer**

- Safety Glasses
- Hearing Protection
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Trip/Slip/Fall Hazard
- Projectile Hazard
- Eye Irritation/Injury Hazard
- Ear Injury / Hearing Damage Hazard
- Bodily Injury Hazard

### **Staple Gun**

- Safety Glasses
- Hearing Protection
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Trip/Slip/Fall Hazard
- Projectile Hazard
- Eye Irritation/Injury Hazard
- Ear Injury / Hearing Damage Hazard
- Bodily Injury Hazard

## **Rotary Tools**

- N95 Dust Mask
- Safety Glasses
- Hearing Protection
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Sharp Point/Blade – Laceration/abrasion Hazard
- Hot Surface/Fire/Burn Hazard
- Appropriate Attire Caution
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Trip/Slip/Fall Hazard
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Ear Injury / Hearing Damage Hazard
- Bodily Injury Hazard

## **Lift/Transport Equipment**

### **Scissor Lift Cart**

- Protective Footwear
- Moving Mechanical Parts (risk of catching fingers, hands, jewelry, clothing, hair, beard)
- Crush/Pinch Hazard

- Surrounding Awareness
- Path/Direction of Force Caution
- Trip/Slip/Fall Hazard
- Bodily Injury Hazard

### **Push Cart**

- Protective Footwear
- Crush/Pinch Hazard
- Surrounding Awareness
- Path/Direction of Force Caution
- Trip/Slip/Fall Hazard
- Bodily Injury Hazard

### **Ladder**

- Crush/Pinch Hazard
- Surrounding Awareness
- Trip/Slip/Fall Hazard
- Bodily Injury Hazard

### **Hand Truck/Dolly**

- Protective Footwear
- Crush/Pinch Hazard
- Surrounding Awareness
- Path/Direction of Force Caution
- Trip/Slip/Fall Hazard
- Bodily Injury Hazard

### **Tables on Casters**

- Protective Footwear
- Crush/Pinch Hazard
- Surrounding Awareness
- Path/Direction of Force Caution
- Trip/Slip/Fall Hazard
- Bodily Injury Hazard

## **Wheeled Storage Tubs**

- Protective Footwear
- Crush/Pinch Hazard
- Surrounding Awareness
- Path/Direction of Force Caution
- Trip/Slip/Fall Hazard
- Bodily Injury Hazard

## **Hand Tools**

### **Hammer**

- Safety Glasses
- Crush/Pinch Hazard
- Surrounding Awareness
- Path/Direction of Force Caution
- Projectile Hazard
- Eye Irritation/Injury Hazard
- Bodily Injury Hazard

### **Mallet**

- Safety Glasses
- Crush/Pinch Hazard
- Surrounding Awareness
- Path/Direction of Force Caution
- Projectile Hazard
- Eye Irritation/Injury Hazard
- Bodily Injury Hazard

### **Chisel**

- Safety Glasses
- Sharp Point/Blade – Laceration/Abrasion Hazard
- Crush/Pinch Hazard
- Surrounding Awareness
- Path/Direction of Force Caution
- Projectile Hazard
- Eye Irritation/Injury Hazard
- Bodily Injury Hazard

### **Rasp**

- N95 Dust Mask
- Safety Glasses
- Sharp Point/Blade – Laceration/abrasion Hazard
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard

- Eye Irritation/Injury Hazard
- Bodily Injury Hazard

## **File**

- N95 Dust Mask
- Safety Glasses
- Sharp Point/Blade – Laceration/abrasion Hazard
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Eye Irritation/Injury Hazard
- Bodily Injury Hazard

## **Surform**

- N95 Dust Mask
- Sharp Point/Blade – Laceration/abrasion Hazard
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Eye Irritation/Injury Hazard
- Bodily Injury Hazard

## **Sandpaper**

- N95 Dust Mask
- Path/Direction of Force Caution
- Projectile Hazard
- Inhalation/Respiratory Hazard
- Eye Irritation/Injury Hazard
- Bodily Injury Hazard

## **Razor Saw**

- Safety Glasses
- Sharp Point/Blade – Laceration/Abrasion Hazard
- Path/Direction of Force Caution
- Projectile Hazard
- Eye Irritation/Injury Hazard
- Bodily Injury Hazard

- Bodily Injury Hazard

### **Hack Saw**

- Safety Glasses
- Sharp Point/Blade – Laceration/Abrasion Hazard
- Path/Direction of Force Caution
- Projectile Hazard
- Eye Irritation/Injury Hazard
- Bodily Injury Hazard
- Bodily Injury Hazard

### **Pull Saw**

- Safety Glasses
- Sharp Point/Blade – Laceration/Abrasion Hazard
- Path/Direction of Force Caution
- Projectile Hazard
- Eye Irritation/Injury Hazard
- Bodily Injury Hazard
- Bodily Injury Hazard

### **Miter Saw**

- Safety Glasses
- Sharp Point/Blade – Laceration/Abrasion Hazard
- Path/Direction of Force Caution
- Projectile Hazard
- Eye Irritation/Injury Hazard
- Bodily Injury Hazard
- Bodily Injury Hazard

### **Miter Saw with Box**

- Safety Glasses
- Sharp Point/Blade – Laceration/Abrasion Hazard
- Path/Direction of Force Caution
- Projectile Hazard
- Eye Irritation/Injury Hazard
- Bodily Injury Hazard
- Bodily Injury Hazard

### **Dowl Jig**

- Crush/Pinch Hazard

### **Screwdriver**

- Sharp Point/Blade – Laceration/Abrasion Hazard
- Path/Direction of Force Caution

### **Awl**

- Safety Glasses
- Sharp Point/Blade – Laceration/abrasion Hazard
- Surrounding Awareness Caution
- Path/Direction of Force Caution
- Eye Irritation/Injury Hazard

### **Pliers**

- Sharp Point/Blade – Laceration/Abrasion Hazard
- Crush/Pinch Hazard

### **Snips**

- Safety Glasses
- Sharp Point/Blade – Laceration/Abrasion Hazard
- Crush/Pinch Hazard

### **Wrench**

- Crush/Pinch Hazard

### **Vise Grip**

- Crush/Pinch Hazard

### **Spring Clamp**

- Crush/Pinch Hazard

### **Quick Grip**

## **C Clamp**

- Crush/Pinch Hazard

## **Bar Clamp**

- Crush/Pinch Hazard

## **Scissors**

- Sharp Point/Blade – Laceration/Abrasion Hazard
- Crush/Pinch Hazard
- Eye Irritation/Injury Hazard

## **X-acto knife**

- Safety Glasses
- Sharp Point/Blade – Laceration/abrasion Hazard
- Path/Direction of Force Caution
- Bodily Injury Hazard

## **Box Knife**

- Sharp Point/Blade – Laceration/Abrasion Hazard
- Path/Direction of Force Caution
- Bodily Injury Hazard

## **Olfa Knife**

- Sharp Point/Blade – Laceration/Abrasion Hazard
- Path/Direction of Force Caution
- Bodily Injury Hazard

## **Circle Cutter**

- Sharp Point/Blade – Laceration/Abrasion Hazard
- Path/Direction of Force Caution
- Bodily Injury Hazard

## **Oval Cutter**

- Sharp Point/Blade – Laceration/Abrasion Hazard

- Path/Direction of Force Caution
- Bodily Injury Hazard

### **Compass**

- Sharp Point/Blade – Laceration/Abrasion Hazard

### **Clay Trimming Tool**

- Sharp Point/Blade – Laceration/Abrasion Hazard
- Crush/Pinch Hazard
- Eye Irritation/Injury Hazard

### **Needle Tool**

- Sharp Point/Blade – Laceration/Abrasion Hazard
- Eye Irritation/Injury Hazard

### **Metal Rib**

- Sharp Point/Blade – Laceration/Abrasion Hazard

### **Wire Clay Cutter**

- Sharp Point/Blade – Laceration/Abrasion Hazard
- Bodily Injury Hazard

### **Fettling Knife**

- Sharp Point/Blade – Laceration/Abrasion Hazard
- Path/Direction of Force Caution
- Eye Irritation/Injury Hazard
- Bodily Injury Hazard

### **Putty Knife**

- Sharp Point/Blade – Laceration/Abrasion Hazard
- Path/Direction of Force Caution

### **Paint Scraper**

- N95 Dust Mask

- Safety Glasses
- Sharp Point/Blade – Laceration/abrasion Hazard
- Path/Direction of Force Caution
- Inhalation/Respiratory Hazard

### **Rolling Pin**

- Crush/Pinch Hazard
- Path/Direction of Force Caution

### **Seam Ripper**

- Sharp Point/Blade – Laceration/abrasion Hazard
- Path/Direction of Force Caution

### **Thread Snips**

- Sharp Point/Blade – Laceration/abrasion Hazard

### **Pins**

- Sharp Point/Blade – Laceration/abrasion Hazard

### **Needles**

- Sharp Point/Blade – Laceration/abrasion Hazard

## **Commonly Used Materials**

### **Clay/Clay Dust**

- N95 Dust Mask
- Surrounding Awareness
- Ingestion Hazard
- Inhalation /Respiratory Hazard
- Skin Irritation / Damage Hazard
- Eye Irritation /Injury Hazard

### **Air Dry Clay**

- N95 Dust Mask
- Surrounding Awareness Caution
- Ingestion Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard

### **Alga-safe**

- N95 Dust Mask
- Surrounding Awareness Caution
- Ingestion Hazard
- Inhalation/Respiratory Hazard
- Eye Irritation/Injury Hazard

### **Plasticine**

- Ingestion Hazard

### **Ceramic Dry Powdered Raw Materials**

- N95 Dust Mask
- Surrounding Awareness
- Ingestion Hazard
- Inhalation /Respiratory Hazard
- Skin Irritation / Damage Hazard
- Eye Irritation /Injury Hazard

### **Plaster**

- N95 Dust Mask
- Surrounding Awareness
- Ingestion Hazard
- Inhalation /Respiratory Hazard
- Skin Irritation / Damage Hazard
- Eye Irritation /Injury Hazard

### **Plaster Bandage: a, 7, 12, 13, 14, 15**

- N95 Dust Mask
- Surrounding Awareness Caution

- Ingestion Hazard
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard

## **Wool**

- Skin Irritation/Damage Hazard

## **Canvas**

- Skin Irritation/Damage Hazard

## **Cardboard**

- Surrounding Awareness Caution

## **Acrylic Sheets**

- Safety Glasses
- Sharp Point/Blade – Laceration/abrasion Hazard
- Surrounding Awareness Caution

## **Wood**

- N95 Dust Mask
- Safety Glasses
- Hearing Protection
- Crush/Pinch Hazard
- Surrounding Awareness Caution
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard
- Ear Injury / Hearing Damage Hazard
- Bodily Injury Hazard

## **Wire**

- Safety Glasses
- Sharp Point/Blade – Laceration/abrasion Hazard

## **Reed**

- Sharp Point/Blade – Laceration/abrasion Hazard

## **Hardware**

- Sharp Point/Blade – Laceration/abrasion Hazard

## **Artificial Sinew**

- Sharp Point/Blade – Laceration/abrasion Hazard

## **Paints**

- Safety Glasses
- Respirator appropriate to vapors/fumes associated with material or process
- Nitrile or other material-appropriate gloves required
- Surrounding Awareness
- Ingestion Hazard
- Inhalation /Respiratory Hazard
- Skin Irritation / Damage Hazard
- Eye Irritation /Injury Hazard

## **Acrylic Mediums**

- Safety Glasses
- Nitrile or other material-appropriate gloves required
- Surrounding Awareness Caution
- Ingestion Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard

## **Wax:**

- Safety Glasses
- Nitrile or other material-appropriate gloves required
- Surrounding Awareness Caution
- Ingestion Hazard
- Skin Irritation/Damage Hazard

- Eye Irritation/Injury Hazard

### **Fixative**

- Safety Glasses
- Nitrile or other material-appropriate gloves required
- Respirator appropriate to vapors/fumes associated with material or process
- Surrounding Awareness Caution
- Ingestion Hazard
- Skin Irritation/Damage Hazard
- Eye Irritation/Injury Hazard

### **Vaseline**

- Ingestion Hazard
- Skin Irritation/Damage Hazard

### **Murphy's Oil Soap**

- Ingestion Hazard
- Skin Irritation/Damage Hazard

### **Nylon Fiber**

- N95 Dust Mask
- Inhalation/Respiratory Hazard
- Skin Irritation/Damage Hazard

### **Burlap**

- Skin Irritation/Damage Hazard

## **Solvents**

- Safety Glasses
- Respirator appropriate to vapors/fumes associated with material or process
- Nitrile or other material-appropriate gloves required
- Surrounding Awareness
- Ingestion Hazard
- Inhalation /Respiratory Hazard
- Skin Irritation / Damage Hazard
- Eye Irritation /Injury Hazard

## **Glues**

- Safety Glasses
- Respirator appropriate to vapors/fumes associated with material or process
- Nitrile or other material-appropriate gloves required
- Surrounding Awareness
- Ingestion Hazard
- Inhalation /Respiratory Hazard
- Skin Irritation / Damage Hazard
- Eye Irritation /Injury Hazard