

NEW SEMESTER CHECKLIST

1. GENERAL LAB SAFETY

- **SDS** link is on the desktop of a lab computer, and students know about it.
- SOPs are in place, and students know how to access them.
- Lab posting, outside of lab, is current and correct.
- □ Lab Safety Officer is updated on Chemistry Safety Homepage.
- Lab Supervisor/PIs know where the accident reporting forms are. Safety Homepage

2. LAB STUDENTS GRADUATE AND UNDERGARADUATE (PAID AND FOR CREDIT)

- Students have taken the <u>Academic Laboratory Safety</u> Training on Y-Train (Good for two years).
- Lab Supervisors/PI's have gone over <u>Chemistry/Biochemistry On-the-Job Training Checklist</u> with students (Good for two years, but need to redo if job changes, i.e. was a TA for 113 now a TA for 518).
- Any student that will generate a hazardous substance that may need to be disposed of, has taken Subpart K (Unwanted Lab Material).
- Lab specific training has been identified and explained to students, such as HF, laser, biohazard, etc.
- Students are aware of the Department's Hygiene Plan and where to access it.

3. LAB VOLUNTEERS

- □ Volunteers have taken the <u>Academic Laboratory Safety</u> Training on Y-Train.
- Lab Supervisors/ PIs have gone over <u>Chemistry/Biochemistry On-the-Job Training Checklist</u> with volunteers
- Lab Supervisor/PIs have reviewed Lab Volunteer Approval Information.
- All lab volunteers have reviewed <u>BYU's Volunteer Policy</u>.
- All lab volunteers have signed and turned in the <u>BYU Volunteer-Visitor Participant Release Form</u>. Turned into the Business Office.

4. TEACHING LABS

- Students have had safety training from you, explaining chemical usage, safety equipment, PPE, accident reporting, and what to do and where to go in the event of emergencies.
- □ It is not required, but highly recommended that students sign a consent form. An example of this can be found on the Homepage under Laboratory Safety Rules and Procedures Agreement.

5. LECTURE CLASSES

Students have been informed on what to do during a building emergency, where to go and how to exit.