SAFETY CONTRACT



Shenandoah Valley Governor's School

The purpose of this contract is to make you, the student, aware of *your* responsibility to make the laboratory safe. The laboratory is a place for serious work; boisterous behavior will **not** be tolerated.

YOU MUST:

- Be instructed in the proper use of all equipment prior to use.
- Restrain hair so that it does not obscure vision or hang over the shoulders.
- Wear appropriate footwear while in the lab or studio area.
- Wear the appropriate safety equipment as directed by the Instructor.
- Notify the Instructor before starting any experiment, using any equipment, or beginning an art project.
- Treat all chemicals and art supplies as if they were poisonous.
- Notify the Instructor immediately of any accident.
- Never eat or drink in the laboratory or studio (unless specific permission has been given by the Instructor) or within 6 feet of power equipment.
- Dispose of all materials as directed.
- Know the location and use of all safety equipment

fire extinguisher

Specifically: eye wash fountain safety shower

on/off switch for power equipment master breakers for power equipment

light switch

- Keep the work area, supplies, and equipment clean.
- Report any dangerous situation to the Instructor immediately.
- Carefully follow all oral and written instructions of the instructor.
- Wash your hands before leaving the laboratory or studio.

I,	
Parent/Guardian Signature	
Date:	



Tips for the Lab and Studio

Science, technology and art are experimental processes and hands-on work is essential to all. You will have the opportunity to make first-hand observations under controlled conditions, to correlate observed facts, to make logical deductions from experimental data and/or create original works and engage in performances. Laboratory and studio experiences are a pleasure and a privilege, not to be abused. All safety procedures MUST be followed at all times.

- 1. Long hair MUST be tied back over shoulders. This will help keep hair from flames, power equipment and chemicals including paints.
- 2. Sandals and open-toed shoes may **not** be worn in the laboratory or studio.
- 3. Long pants should be worn when conducting experiments or working with hazardous materials including some paints, lacquers, and sculpting materials.
- 4. If chemicals or paints are spilled, notify the Instructor and clean up immediately. If there is any doubt as to how, ask the Instructor BEFORE beginning clean up.
- 5. If a thermometer is broken, try to contain the mercury, but do NOT touch mercury or get on skin. Notify the Instructor.
- 6. Never work in the lab or studio alone.
- 7. Set up equipment and supplies well back from the edge of the benches or tables so it will not be knocked over by passing classmates.
- 8. Don't borrow equipment and supplies. In the event of breakage, notify the Instructor immediately.
- 9. Disposal:
 - A. Liquids down the sink with lots of water UNLESS OTHERWISE DIRECTED.
 - B. Solids into the appropriate disposal can.
 - C. Paper into the class wastebasket; this includes match stubs, litmus and filter paper.
 - D. Broken glass into the can labeled "Broken glass".
- 10. Never taste a chemical unless specifically directed to do so.
- 11. Check and recheck electrical circuits before turning on power.
- 12. Always aim projectile launchers towards designated targets. (This applies ONLY to the lab! Art students shouldn't be launching anything!)
- 13. Do not point any equipment, especially test tubes and paint containers, at any other person when applying heat or electrical current.
- 14. An Instructor must be present whenever power equipment is being used.
- 15. Do not talk to or disturb anyone using power equipment or hazardous substances.
- 16. Do not leave power equipment running while unattended.
- 17. Do not move power equipment, especially computers and video equipment, without first securing the permission of an Instructor.
- 18. Do not change video/audio/computer cables without the permission of an Instructor.

IN CASE OF ACCIDENT:

- 1. Cuts and wounds NOTIFY INSTRUCTOR
- 2. Burns and acids NOTIFY INSTRUCTOR
 - a. Use sodium bicarbonate on acid burns.
 - b. Use boric acid on base burns.
- 3. Chemical splash NOTIFY INSTRUCTOR

Flush with lots of water.

4. Chemical in eye - NOTIFY INSTRUCTOR

Use eyewash fountain on still station.

5. Electrical shock - NOTIFY INSTRUCTOR

Turn off power BEFORE touching victim.