



Biohazardous Spill Response



Personal Protective Equipment & Personnel Monitoring

BSL1 or BSL2:



Lab Coat



Gloves



Safety Glasses

BSL2+:



Disposable Gown



Double Gloves



Safety Glasses



Surgical Mask

- This SOP applies to spills involving biohazardous materials.
- Biohazardous material spill inside or outside of containment increase the risk of exposure to hazardous materials. It is important to effectively clean and disinfect the contaminated area to reduce the risk of exposure.

Engineering Controls, Equipment & Materials

Disinfectant: Appropriate to agent(s) (see Decontamination SOP)

Absorbent Materials: Sufficient to completely cover spilled liquid and can be disposed (e.g, paper towels)

Tool for Handling Sharps: Physical tools that allow safe handling of sharp materials preventing cuts and exposures (e.g., tongs, forceps, broom/dustpan)

Warning Sign: To notify others that a spill occurred in the area

Procedures

1. If the spill is **outside of containment**, notify others to evacuate room for 30 minutes while aerosols settle and room air exchanges, and post signage to restrict access
2. If the spill is **inside a biosafety cabinet**, keep the BSC running
3. Check self for contamination and change PPE if necessary
4. Don new PPE to proceed with clean up
5. Pick up broken glass/sharps with tongs/forceps or broom and dustpan and dispose as biohazardous sharps
6. Place absorbent materials on and around spill
7. Pour disinfectant on paper towels and wait required contact time
8. Dispose of absorbent materials as biohazardous waste
9. Remove PPE and wash hands with soap and water
10. Report all spills to the supervisor
11. If the spill is **outside of containment**, report spill to EH&S and record in the Incident and Near Miss Log

Cautions & Considerations

- Only proceed with biohazardous spill cleanup if you feel comfortable
- Always use physical tools for handling sharps involved in a spill
- Additional PPE may be needed based on the type/extent of the spill and the agent(s) involved