

# GOOD MICROBIOLOGICAL PRACTICES

## Biosafety

in the

# Laboratory

### Personal Protection



#### LAB COAT

- Lab coats must be worn and fastened until all experiments have been completed.
- Laboratory clothing must not be worn outside the laboratory.



#### GLOVES

- Gloves must be worn when handling infectious material.
- Gloves must be removed and properly disposed of before leaving the laboratory.



#### EYE AND FACE PROTECTION

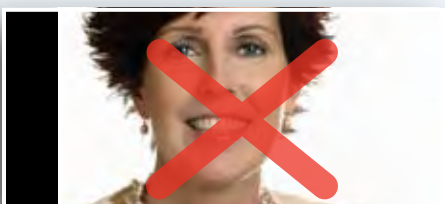
- Eye protection must be worn when there is a potential risk of splashes or flying objects.



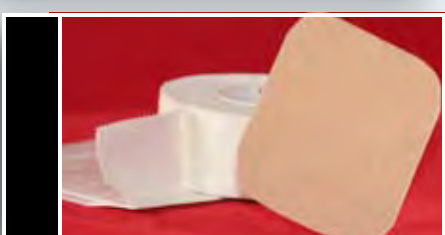
#### FOOTWEAR

- Suitable footwear with closed toes and heels must be worn in the laboratory.

### Hygienic Practices



- Wearing jewellery is not recommended in the laboratory.



- Cover any open wounds, cuts, or scratches with waterproof dressings.



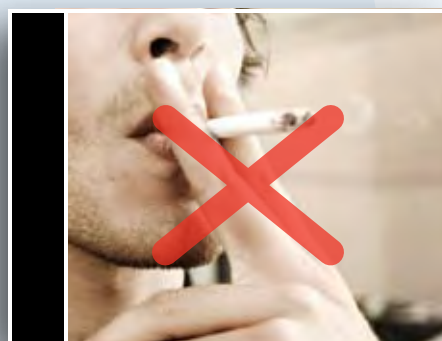
- Tie back long hair.

### Laboratory Working Area

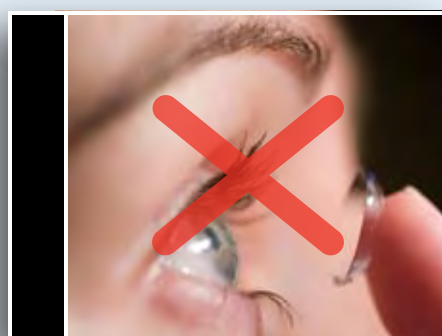
#### THERE ARE A NUMBER OF ACTIONS THAT ARE **NEVER** PERMITTED IN THE LABORATORY



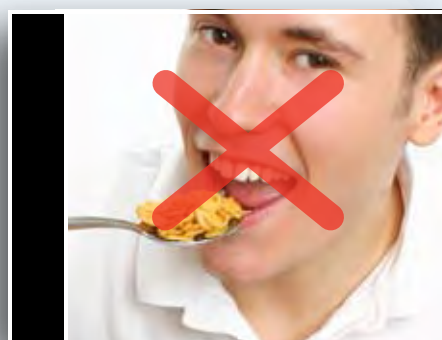
- Never apply cosmetics.



- Never smoke.

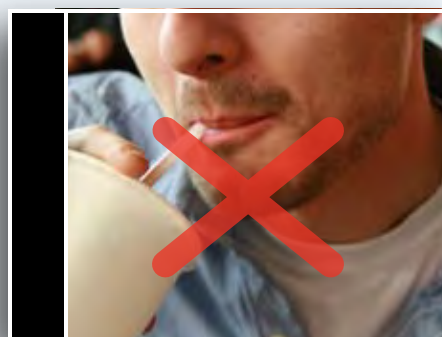


- Never remove or insert contact lenses within the lab area.



- Never eat.

- Never store food or drinks, personal belongings, or utensils.



- Never drink.

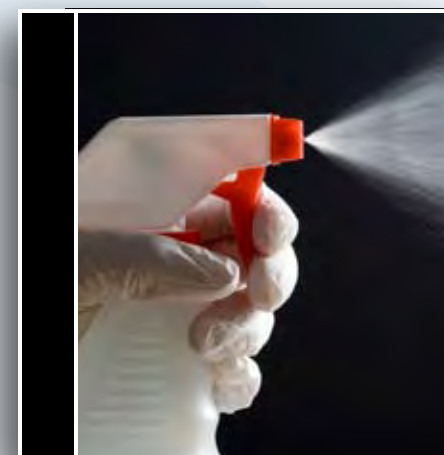
- Never mouth pipette any substance.

### Hand Washing



- Hand washing is the most important practice.
- Hands must be washed after the removal of gloves.
- Hand washing should last as long as it takes to sing the happy birthday song to yourself – twice!

### Cleanup and Disposal Procedures



- Work surfaces must be cleaned thoroughly with a suitable disinfectant at the end of every experiment as well as after any spill.



- Most glassware, instruments and laboratory clothing can be reused or recycled after appropriate decontamination.



- Equipment should be decontaminated when work is completed.
- Broken glass must be disposed in a puncture-resistant sharps container.

### Emergency Procedures

- Report any lab incident immediately to the laboratory supervisor ●

