

GUIDE TO WORKING SAFELY WITH TREATED TIMBER



Always wear dust mask and goggles



Always wear gloves when working with treated wood



Wash work clothes separately



Do not use treated wood shavings or sawdust as animal litter



Dispose of waste in an approved landfill



Do not use treated wood to cook food



Do not burn treated wood



Treated wood should not come into contact with drinking water

CLASSIFICATIONS FOR TREATED TIMBER

H1 Hazard Level

Exposure – inside above ground. **Conditions** – completely protected from the weather and well-ventilated. **Biological Hazards** – insects other than termites (i.e. lyctid or anobiid). **Uses** – framing, flooring, furniture, and interior joinery.

H2 Hazard Level

Exposure – inside above ground. **Conditions** – completely protected from the weather and well-ventilated. **Biological Hazards** – borers including termites. **Uses** – framing, flooring, furniture and interior joinery.

H3 Hazard Level

Exposure – outside above ground. **Conditions** – subject to periodic moderate wetting and leaching. **Biological Hazards** – moderate decay, borers and termites. **Uses** – weatherboard, fascia, window joinery, framing and decking.

H4 Hazard Level

Exposure – outside in ground. **Conditions** – subject to severe wetting and leaching. **Biological Hazards** – severe decay, borers and termites. **Uses** – fencing, greenhouses, pergolas and landscaping timber (non-critical structures).

H5 Hazard Level

Exposure – outside in ground contact with or in fresh water. **Conditions** – subject to extreme wetting and leaching and/or where the critical use requires a higher degree of protection. **Biological Hazards** – very severe decay, borers and termites. **Uses** – retaining walls, piling, house stumps, building poles, cooling tower fill.

H6 Hazard Level

Exposure – marine water. **Conditions** – subject to prolonged immersion in sea water. **Biological Hazards** – marine wood borers and decay. **Uses** – boat hulls, marine piling, jetty cross bracing, landing steps etc.