

Hazard Identification

Typical Hazard Issues & Loss Events

Property/Energy Form	Hazard Issues & Loss Events
General Properties	
Solids	<ul style="list-style-type: none">Dust, static, engulfment, plugging,
Liquids	<ul style="list-style-type: none">Splashing, overflow, overpressure, spray, mist, static,
Gases	<ul style="list-style-type: none">Overpressure, exposure, monitoring, oxygen displacement.
Vapor Density	<ul style="list-style-type: none">Heavy vapors may accumulate near ground level and displace air in subterranean locations (vaults, cellars).Lighter vapors may accumulate along roof lines or in the tops of equipment.
pH	<ul style="list-style-type: none">Personnel exposure (acid or caustic burns)Acid gas release potential.Potential latent degradation of equipment following acid gas release.
Vapor Pressure	<ul style="list-style-type: none">High vapor pressure liquids may evaporate readily.Vapor cloud issues in addition to liquid spill issues.Heating of high vapor pressure liquids may lead to excess pressure in equipment.
Boiling Point	<ul style="list-style-type: none">Low boiling liquids may boil and generate vapors under even mild heating conditions.High boiling liquids may attain high temperatures in the liquid state, creating personnel exposure and equipment damage hazards.
Melting Points	<ul style="list-style-type: none">Materials normally handled as liquids may solidify at ambient or process temperatures, depending on melt point—resultant pluggage and other handling/safety concerns if phase change occurs.Materials normally handled as solids may liquefy at ambient or process temperatures, depending on melt point—resultant spillage, flow, splashing, leakage and other handling/safety concerns.

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Viscosity or “Stickiness”	<ul style="list-style-type: none"> • High-viscosity or “sticky” materials may more readily cause burns if contacted with skin or clothing. • High-viscosity or “sticky” materials may be more susceptible to plugging or build-up/coating along equipment surfaces. Also, can lead to equipment jamming or sticking (potential employee injury if equipment moves unexpectedly when unjammed). • High-viscosity or “sticky” materials may be more difficult to cool and/or mix to control reactions. • Low-viscosity or “slippery” materials may spill more readily, be more susceptible to splashing, and may be more difficult to contain/control during spills. • Low-viscosity or “slippery” materials may lead to equipment “slipping” or moving unexpectedly (potential injury if equipment moves unexpectedly).
Extreme Operating Temperatures	<ul style="list-style-type: none"> • Equipment fatigue/failure. • Exacerbated corrosion. • Exposure issues—tissue burns or freezing. • Equipment rupture from thermal expansion of blocked-in fluid.
Elevated Pressures	<ul style="list-style-type: none"> • Liquids may be released as high velocity leak or spray. • Liquefied materials under pressure may undergo rapid phase transition (BLEVE)
Vacuum	<ul style="list-style-type: none"> • Potential for equipment collapse. • Potential for contaminants to enter system from leaks.
Solubility	<ul style="list-style-type: none"> • Affects emergency response, fire water runoff issues, and environmental cleanup.
Potential Energy	<ul style="list-style-type: none"> • Stacked containers may fall or topple. • Surge/spillage from elevated bulk storage or process vessels—i.e., inability to cut off "energy."
Kinetic Energy	<ul style="list-style-type: none"> • Impingement and erosion damage. • "Water Hammer" damage. • Personnel injury from sudden leak or line opening or other exposure.
Fire Hazards	
Flammable Gases, Liquids, or Dusts	<ul style="list-style-type: none"> • Readily ignited during any release scenario. • Flash Fire. • Potential explosion. • Rapid vapor cloud formation (flammable gases/liquids).
Combustible Liquids or Dusts	<ul style="list-style-type: none"> • May be ignited under appropriate conditions. • Fuel other fires. • Liquids may still generate significant flammable vapors under elevated temperatures and/or in enclosed structures/vessels.
Pyrophoricity	<ul style="list-style-type: none"> • Fire upon contact with air/atmosphere.

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Flash Point	<ul style="list-style-type: none"> Materials handled above their flash point may readily ignited, including release scenarios. Hot surfaces above the flash point may act as an ignition source.
Vapor Pressure	<ul style="list-style-type: none"> Liquids with higher vapor pressures can readily generate vapor clouds—liquid spills may also present vapor cloud issues.
Combustible Materials of Construction	<ul style="list-style-type: none"> Serve as fuel during a fire scenario. Spread fire or contribute to fire intensity.
Surface Area	<ul style="list-style-type: none"> Materials with large surface areas (such as fine powders and metal packings in columns) can be ignited more easily than bulk materials. Potential for metal fire—extreme temperatures, special extinguishing needs.
Combustion By-Products	<ul style="list-style-type: none"> Toxic offgasses. Contaminated fire water runoff.
Explosion Hazards	
Lower/Upper Explosion Limits (LEL/UEL)	<ul style="list-style-type: none"> Materials with low LELs can form explosive mixtures with only small releases. Materials with a broad LEL-UEL range can form explosive mixtures under a broad range of conditions and release scenarios Potentially explosive conditions may exist inside or outside of process equipment—under both normal and abnormal operating conditions.
Confined Areas	<ul style="list-style-type: none"> Effects of explosion may be increased by confined areas.
Cold Ambient Temperatures	<ul style="list-style-type: none"> Effects of explosions may increased by extremely cold temperatures.
Elevated Process Temperatures	<ul style="list-style-type: none"> Increased temperatures expand LEL-UEL range (including lowering of the LEL.
Ignition Sources	
Static Electricity	<ul style="list-style-type: none"> Static electricity charges may build-up on process materials (e.g., flaked resins, toluene), equipment (e.g., plastic-lined drums), or personnel. Discharge of the static electricity may generate a spark sufficient to ignite flammable materials and atmospheres.
Electrical Classifications	<ul style="list-style-type: none"> Different classifications may present electrical ignition hazards. A vapor release could initiate in an area classified for flammable vapors but could migrate into an unclassified area.
Hot Surfaces	<ul style="list-style-type: none"> Surfaces above autoignition temperatures may lead to ignition.

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Flames, Sparks, Hot Gases, and Other Sources	<ul style="list-style-type: none"> Any of the following potentially could ignite combustible or flammable materials/atmospheres: flames, mechanical sparks, electrical sparks, hot gases, chemical reactions, electromagnetic waves, ionizing radiation, lightning, transient currents, ultrasonics, adiabatic compression, shock waves.
Reactivity/Stability Issues	
Phase or Composition Change Instability	<ul style="list-style-type: none"> Potential shock sensitivity or other instability issues if material becomes dry or changes phase. Consider areas such as dead legs, sample ports, where material may accumulate and dry out or change phase.
Thermal Instability	<ul style="list-style-type: none"> Bulk self-heating. Decomposition into toxic or flammable by-products. Thermal explosion. Operations that could potentially generate heat need to be considered: storage (hot spots), drying, mixing/blending, conveying, melting/heating. Nearby hot surfaces or other heat sources need to be considered: compressor exhausts, steam lines, ambient temperatures, air conditioning/ventilation, ductwork, etc.
Shock Sensitivity	<ul style="list-style-type: none"> Potential detonation. Operations that could generate physical shock/abrasion hazards need to be considered: conveying/transportation, mixing/blending, size reduction, filtering, cutting, packaging, etc.
Exothermic Reaction	<ul style="list-style-type: none"> Self-generating reaction and resultant "run-away" reaction. Potential equipment overpressure. Inadequate heat transfer (e.g., cooling water) system capabilities during normal or upset conditions may lead to run-away reactions.
Component/Gas Evolution Reactions	<ul style="list-style-type: none"> Pressure buildup and subsequent overpressure. Gas/vapor exposure issues.
Self-Polymerizing Ability	<ul style="list-style-type: none"> Run-away polymerization, potential excess heat and/or pressure build-up.
Water Reactivity	<ul style="list-style-type: none"> Potential explosion or energetic reaction on contact with water or high humidity. Steam, condensate, and cooling water systems may present hazards. Fire fighting response may present hazards.
Toxicity Hazards	
Acute Effects	<ul style="list-style-type: none"> Short term exposures may cause health effects. Proper PPE needs to be considered.
Chronic Effects	<ul style="list-style-type: none"> Long term or frequent exposures, even to low concentrations, may cause health effects. Proper PPE needs to be considered.
IDLH Levels	<ul style="list-style-type: none"> Any release that could lead to exposure at IDLH levels could result in severe injury or death.

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Carcinogen	<ul style="list-style-type: none"> Any exposures potentially could lead to health effects. Proper PPE needs to be considered.
Exposure Routes and Effects	<ul style="list-style-type: none"> Influence selection of PPE.
Inventory	<ul style="list-style-type: none"> Larger inventories may involve releases with offsite effects.
Environmental Issues	
Priority Pollutant	<ul style="list-style-type: none"> Potential significant effects if spilled to water.
Hazardous Air Pollutant	<ul style="list-style-type: none"> Potential permit exceedance issues. Personnel/environmental receptor exposure issues.
Listed or Characteristic Hazardous Waste	<ul style="list-style-type: none"> Spilled material, including spilled product, may become a hazardous waste when spilled—impacts response and clean-up actions.
Oil or Petroleum	<ul style="list-style-type: none"> Water spill hazard. Subject to SPCC and/or Facility Response Plans
Aquatic Toxicity	<ul style="list-style-type: none"> Spills to water may have significant impacts on aquatic organisms.
Density and Solubility	<ul style="list-style-type: none"> Ability of material to float, sink, or dissolve in water may impact response and clean-up actions.
Offsite Receptors	<ul style="list-style-type: none"> Nearby neighbors or businesses may be affected by a release. Sensitive environmental receptors, such as endangered species, parks, and recreation areas, may be impacted by a release.