



Mercury Containing Lamp Handling, Storage and Disposal Procedures

Applicability:

Mercury Containing Lamps:

- Fluorescent (silver end and green end)
- High Pressure Sodium
- Mercury Vapor
- Metal Halide
- Neon
- High Intensity Discharge (HID)

Intact Lamps:

Intact mercury containing lamps are a Universal Waste and are subject to Universal Waste Rules per 6NYCRR subpart 374.3.

Broken Lamps:

Broken mercury containing lamps are a Hazardous Waste and are subject to Hazardous Waste Rules per 6NYCRR parts 370 – 374 and 376.

Handling:

- Wear proper Personal Protective Equipment (i.e. minimum safety glasses/goggles, and gloves).
- Do not intentionally break lamps.
- VENTILATE THE AREA IMMEDIATELY FOR 5-10 MINUTES IF A LAMP BREAKS TO PREVENT EXPOSURE TO MERCURY VAPOR.

Storage & Disposal:

Intact Lamps:

- Store intact lamps in boxes designed for storing lamps (i.e., save the boxes the new lamps came in for storage of used lamps.) If boxes are not available, contact Environmental Health & Safety (EH&S) at 777-2211.
- Pack the boxes carefully and to full capacity to prevent lamp breakage. Secure boxes shut with tape.
- Label each box with the following label:

UNIVERSAL WASTE LAMPS
Building# _____
Room# _____
Start Date: _____
Initials: _____
Do NOT put broken lamps in this box. Tape box securely closed when full.

- Fill in the “Start Date” when the first lamp is placed in the box.
- Store full boxes of lamps in room BG02 of the Academic A building.

Broken Lamps:

MERCURY CONTAINING LAMPS CANNOT BE DISPOSED IN THE NORMAL TRASH.

- All broken lamps must be completely cleaned up.
- Do not store broken lamps with intact lamps.
- Place broken lamps and debris in the designated container (5 gallon bucket, poly drum, etc.)
- Keep the container closed when not adding waste to it.
- Label the drum with the following:

1. Hazardous Waste Label



2. When the drum is full, immediately contact EH&S at 777-2211
3. Do not accumulate full drums of broken lamps
4. Never accumulate more than 55 gallons of broken lamps.