



Results for:

Hazard Communication | GHS Safety

Company Name:

Crosstown Electrical and Data: Construction

Points:

60 out of 100

Duration:

1 min, 42 sec

Percentage:

60.00%

Employee Name:

Eric Hudson

Title:

Hazard Communication | GHS Safety

Date finished:

Jul Fri July 2022 05:33

Date started:

Jul Fri July 2022 05:31

Question 1 of 10

OSHA's current Hazard Communication Standard is aligned with the GHS of classification and labeling of chemicals.

Correct answer: **(A)**

Selected answer: **(A)**

A) True

B) False

Question 2 of 10

Three of the eight required elements on the new GHS labeling system are: Chemical name, signal word, hazard statement.

Correct answer: **(A)**

Selected answer: **(A)**

A) True

B) False

Question 3 of 10

On a GHS required label, which signal word is more serious?

Correct answer: **(B)**

Selected answer: **(B)**

A) Warning

B) Danger

Question 4 of 10

Safety Data Sheets now have many different formats

Correct answer: **(B)**

Selected answer: **(A)**

A) True

B) False

Question 5 of 10

How many pictograms are there under the Hazard Communication Standard? (Separate from the department of transportation)

Correct answer: (C)

Selected answer: (B)

A) 7

B) 8

Question 7 of 10

OSHA's Hazard Communication Standard says you have the "Right to Know" safety information about the chemicals you use.

Correct answer: (A)

Selected answer: (A)

A) True

B) False

Question 9 of 10

Two of the sections included in Safety Data Sheets are: "First Aid" and "Handling and Storage".

Correct answer: (A)

Selected answer: (A)

A) True

B) False

Question 6 of 10

Pictograms are required to have a black border

Correct answer: (B)

Selected answer: (A)

A) True

B) False

Question 8 of 10

The "Skull and Crossbones" pictogram denotes something that is not very serious.

Correct answer: (B)

Selected answer: (B)

A) True

B) False

Question 10 of 10

How many sections does a Safety Data Sheet have?

Correct answer: (B)

Selected answer: (C)

A) 15

B) 16

C) 17

D) 18