Laboratory Biosafety Level Criteria

TABLE I SUMMARY OF RECOMMENDED BIOSAFETY LEVELS FOR INFECTIOUS AGENTS

BSL	AGENTS	PRACTICES	PRIMARY BARRIERS AND	FACILITIES
			SAFETY EQUIPMENT	(SECONDARY BARRIERS)
1	Not known to consistently cause diseases in healthy adults	Standard Microbiological Practices	None required	Laboratory bench and sink required
2	 Agents associated with human disease Routes of transmission include percutaneous injury, ingestion, mucous membrane exposure 	BSL-1 practice plus: Limited access Biohazard warning signs "Sharps" precautions Biosafety manual defining any needed waste decontamination or medical surveillance policies	Primary barriers: Class I or II BSCs or other physical containment devices used for all manipulations of agents that cause splashes or aerosols of infectious materials PPEs¹: Laboratory coats; gloves; face protection as needed	BSL-1 plus: • Autoclave available
3	 Indigenous or exotic agents with potential for aerosol transmission Disease may have serious or lethal consequences 	BSL-2 practice plus:	Primary barriers: Class I or II BSCs or other physical containment devices used for all open manipulation of agents PPEs: Protective laboratory clothing; gloves; respiratory protection as needed	 BSL-2 plus: Physical separation from access corridors Self-closing, double-door access Exhaust air not recirculated Negative airflow into laboratory
4	 Dangerous/exotic agents which pose high risk of lifethreatening disease Aerosol-transmitted laboratory infections have occurred; or related agents with unknown risk of transmission 	BSL-3 practices plus: Clothing change before entering Shower on exit All material decontaminated on exit from facility	Primary barriers: • All procedures conducted in Class III BSCs or Class I or II BSCs in combination with full-body, air-supplied, positive pressure personnel suit	 BSL-3 plus: Separate building or isolated zone Dedicated supply and exhaust, vacuum, and decontamination systems Other requirements outlined in the text

¹ PPE – Personal Protective Equipment