Landscaping — Handling Pesticides, Herbicides and Other Chemicals Stats and Facts



FACTS

- 1. Landscapers risk skin contact, inhalation, or ingestion of pesticides and herbicides, leading to acute or chronic health issues.
- 2. Incorrect handling or mixing of chemicals can result in dangerous reactions or overexposure, posing health risks to workers and the environment.
- 3. Pesticides and herbicides can drift during application or run off into nearby water sources, causing environmental contamination and potential harm to non-target species.
- 4. Failure to use appropriate PPE increases the risk of chemical exposure, leading to skin irritation, respiratory problems, or more severe health effects.
- 5. Improper storage or disposal of chemicals can lead to accidental spills, leaks, or contamination, posing hazards to workers and the environment.
- 6. Insufficient training in the safe handling and application of chemicals can result in misuse, increasing the risk of exposure and environmental harm.

STATS

- The Centers for Disease Control and Prevention (CDC) reports that pesticiderelated illnesses among workers account for an average of 1,800 cases annually in the U.S. from 2018 to 2022.
- According to the U.S. Environmental Protection Agency (EPA), over 12% of reported pesticide exposure incidents in 2022 involved landscaping professionals.
- Health Canada data from 2021 shows that improper handling of pesticides contributed to 15% of occupational chemical exposure incidents.
- The U.S. Geological Survey (USGS) reported that pesticide residues were detected in 45% of surface water samples tested near urban landscaping areas in 2020.
- A 2021 study by the Canadian Centre for Occupational Health and Safety (CCOHS) found that 25% of landscaping workers lacked proper training in handling hazardous chemicals.
- The Occupational Safety and Health Administration (OSHA) stated that landscaping companies implementing proper chemical handling training programs reduced pesticide-related incidents by 30% in 2020.