

**SUPPLEMENTAL LABELING FOR CCA
CATEGORIES OF FOREST PRODUCTS THAT MAY BE TREATED WITH CCA**

CCA (chromated copper arsenate) is registered for use only in pressure treatment of certain commodities. It is the treater's responsibility to comply with the terms of the label. Only the categories of forest products in the following tables may be treated with CCA and in accordance with the respective Use Categories as specified by the American Wood Protection Association in the most current edition of the AWPA Book of Standards. Commodity specifications are as identified by the AWPA in its most current edition of standards.

AWPA COMMODITY SPECIFICATION

AWPA USE CATEGORY	COMMODITY
	<u>POSTS</u>
UC4A	Posts, round, 1/2 and 1/4 round for highway construction (including guide, sign and sight) Fence (farm)
UC4B	Posts, round, 1/2 and 1/4 round for highway construction (including guardrail posts, spacer blocks) and for road salt/brine storage Posts, round, 1/2 and 1/4 round for building construction Round, used as structural members in agricultural uses
	<u>POLES</u>
UC4B	Utility poles (including laminated) Poles for highway and agricultural construction, lighting, building structural use <i>Note: poles may glue — or be mechanically — laminated</i>
	<u>ROUND TIMBER PILING</u>
UC4C	Foundation and fresh water piles
	<u>SAWN PRODUCTS</u>
UC3B	Guardrails for highway construction, including for golf course bridges meeting highway construction standards Shakes and Shingles Tile batts Siding (commercial/residential/agricultural) Roller coaster construction Lumber/timbers used for fish ladders, lobster traps, oyster farming (saltwater/brackish water only)
UC4A	Lumber/timber for highway construction, including for golf course bridges meeting highway construction standards Cross arms Fence rail (farm/agricultural only, round, 1/4 round, 1/2 round); Roller coaster construction Cooling towers (fresh water contact)
UC4B	Highway bridge decking (above ground, structural, subject to critical/severe decay) Road salt/brine storage Highway construction materials, including cribbing, lighting Piles (structural support in residential or business construction) Posts (sawn 4 sides) for highway construction, farm/agricultural structural use, spacer blocks, important building structural use Poles for structural building use; Roller coaster construction; Lumber/timbers for cooling towers, permanent wood foundations Lumber/timbers (5 inches or greater) for residential/business structural use; highway construction and cribbing; retaining walls for highway uses; residential/business building support Lumber/ Timbers (2 x 8 inch and/or 3 x 6 inch or greater) for marine use (out of water, ground contact, including salt water splash)
UC4C	Piles for residential/business structural support, critical
	<u>WOOD COMPOSITES</u>
UC3B	Composite lumber for structural uses Glue- or nail-laminated members Plywood for agriculture, farms, roof sheathing, flooring, subflooring, flat-bed trailers
UC4A	PSL & LVL composite lumber for highway construction Members (laminates) Plywood for farm/agricultural use, mariculture, boats, compost/flumes, flooring for industrial/commercial/agricultural, wet industrial process areas, storage sheds, garages
UC4B	Plywood for marine use where salt water splash Plywood for road salt/brine storage, highway construction materials Plywood for permanent wood foundation Plywood for wet industrial processing areas, including cooling towers Composite lumber for highway construction Glue-laminate members (important structural or saltwater splash)
UC4C	Composite (PSL & LVL) lumber highway structural use Members (laminates) for critical structural uses <i>Note: laminates can be glued or mechanically fastened</i> <i>Note: PSL = parallel strand lumber, LVL = laminated veneer lumber</i>
	<u>MARINE: (SALTWATER/BRACKISH WATER) APPLICATIONS</u>
5A-5B-5C	Bulkhead sheathing Lumber/timbers use, including use in aqua/mariculture, timbers and cross bracing, highway construction, boats Piles for marine applications Plywood for marine construction, boat building