



## Booking Information

**It is preferable to book each hazardous container on a separate booking due to the unique nature of each hazardous materials shipment. This allows for adjustments to the individual booking requirements without affecting the other containers if multiple units were on one booking. It also is best for any Electronic Data Interchange (EDI) transactions.**

Please provide the following information when you make a booking (items shown in *italics* will be required for most commodities)

- ◆ *UN (or) NA Number*
- ◆ *Proper Shipping Name (Include technical name(s) as required)*
- ◆ *Hazard Class (es) - Note: Primary, secondary and tertiary classes as appropriate*
- ◆ *Packing group (Expressed in Roman Numerals)*
- ◆ *Additional required descriptions*
- ◆ *Gross Weight*
- ◆ *Package Type*
- ◆ *Piece Count*
- ◆ *24 Hour Emergency Response Contact, Contractor, or Contract Number &*
- ◆ *24 Hour Emergency Response Telephone number*
- ◆ *Emergency Response Information (ERG Guide, Safety Data Sheet (SDS), Fire/Spill schedule etc)<sup>3</sup>*
- ◇ RQ
- ◇ Marine Pollutant
- ◇ Limited Quantity
- ◇ Residue: Last Contained
- ◇ Concentration %
- ◇ Poison Inhalation Hazard and Zone A, B, C or D as appropriate (Domestic Shipments)
- ◇ Flash point if the product has a FP below 60C/140F, (Expressed in degree Celsius)
- ◇ Net Explosive Mass/Weight For all Explosive Substances
- ◇ Control Temperature & Emergency Temperature expressed in degree Celsius
- ◇ Competent Authority Approval Number (or) DOT- Special Permit Number
- ◇ The word “Molten or Hot” for elevated temperature materials as appropriate
- ◇ The word “SAMPLE” as appropriate

### Notes

1. Include chemical/technical names as appropriate
2. Skids/Pallets and pieces are not generally considered as acceptable package types
3. Acceptable Emergency Response Information includes:
  - North American Emergency Response Guidebook (NAERG) number
  - EMS schedule specified in the IMDG Supplement or column 15 of the Dangerous Goods List in Volume 2 of the IMDG Code