## **TABLE 5.3 Hazards of Archaeology**

**HAZARDS** 

Wildlife encounters

Field living in general

and deep units

**EXAMPLES** 

Exposure to disease Exposure to disease-carrying insects, contaminated buried remains, rusty nails, and infected needles

Exposure to toxic wastes of Ranging from nuclear waste to the legacies of many various kinds

Falling down cliffs, collapsing walls of excavation Working in difficult terrain units

and cougars

food, poisonous plants

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sorts of industrial sites

Extreme weather, unsanitary water, contaminated

Spiders, snakes, ticks, insects of many kinds, bears,