

Hearing Protection Test Report

prepared for

mr Collicott

Based upon a test conducted on **17th June 2020** at **15:57**

London - 2020

Noise becomes damaging at 85dB. The louder it is the less time we can safely spend in it. Chart A below describes the amount of time we can spend in noise based on the level and Chart B illustrates some typically encountered noise.

A		B	
dB	Time in minutes	dB	Activity
90	90	95 - 110	Motorbike
95	75	110+	Symphony Orchestra
100	60	110 - 120	Rock Concert
105	45	90	Tractor
110	30	95	Electric Drill
115	15	120	Chainsaw
120+	0	90 - 115	Underground

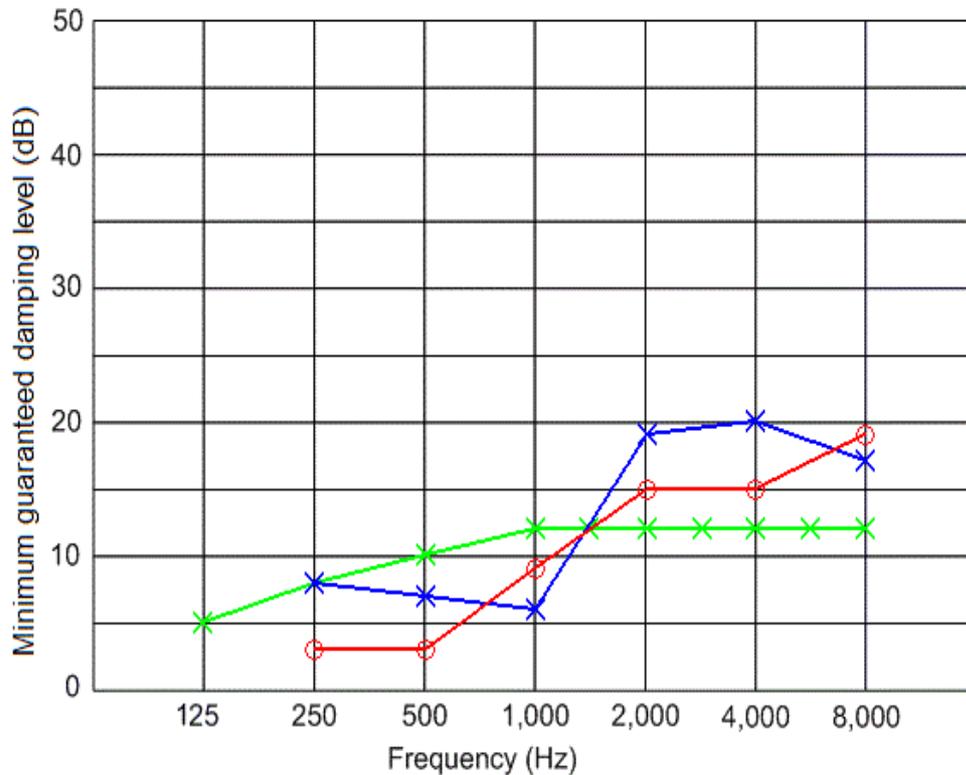
When reviewing your test results please note that even if your protection meets the minimum specification it may still not be providing the level of protection you need.

For example:

A powerful motorbike that generates 110dB of continuous noise combined with a hearing protection that only reduces that by 12 means 98 dB is still getting through. Looking at the chart above protection only lasts for one hour. Dropping the protection level to (say) 5 drops the safe time on the bike to 45 minutes.

For those who use noisy machinery all day or are subject to very loud impact noise like gunfire off the shelf plugs are highly unlikely to be good enough.

Your test results



This test has calculated a Personal Attenuation Rating (PAR) and a Personal Sound Attenuation (PSA). Your PSA is shown on the graph below. The Minimum Attenuation Value for in-ear hearing protection as per BS EN 352-2:2002 is represented by the green line and the actual performance (PSA) is represented by the blue line for your left ear and the red line for your right ear.

The report shows your right ear protector is not working to specification and your left ear protector is delivering a level of protection that meets or exceeds the Minimum Attenuation Value for in-ear hearing protection as per BS EN 352-2:2002.

Please take the test again.

If you get the same result again please press the button below for further advice.



-----I would like more information