1. **Physical forces**  
   (shock, vibration, abrasion and gravity)
   
   Cumulative (improper handling or support)/  
   Catastrophic (e.g., earthquake, war, floor collapse, improper handling):  
   - break, distort, puncture, dent, scratch, and/or abrade all types of artefacts.

2. **Thieves and vandals**
   
   Intentional (criminals):  
   - steal small or portable artefacts.  
   - disfigure valuable, popular or symbolic artefacts.  

   Unintentional (staff, users):  
   - lose or misplace any artefact.

3. **Fire**
   
   - destroys, scorches or deposits smoke on all types of artefacts, particularly those that contain organic materials.

4. **Water**
   
   - causes efflorescence or tide marks in porous materials.  
   - swells organic materials.  
   - corrodes metals.  
   - dissolves some materials (e.g., glues).  
   - delaminates, tents, and/or buckles layered components of an artefact.

5. **Biological – pests, mould and microbes**
   
   **Insects:**  
   - consume, perforate, cut, graze, tunnel, and/or excrete, which destroys, weakens, disfigures, or etches materials, especially furs, feathers, skins, insect collections, textiles, paper, and wood.

   **Vermin, birds and other animals:**  
   - gnaw organic materials and displace smaller items.  
   - foul artefacts with faeces and urine.  
   - gnaw through or foul inorganic materials if they present an obstacle to reaching the organic material.

   **Mould and microbes (see also incorrect RH, Damp):**  
   - weaken or stain organic and inorganic materials.
6. **Chemical - pollutants and contaminants**

Indoor and outdoor gases (eg air pollution)/
Liquids (eg plasticisers, grease) / Solids (eg dust, salt):
- disintegrate, discolour, or corrode all artefacts, especially reactive or porous materials.

7. **Radiation**

Ultraviolet / Visible light:
- disintegrates, fades, darkens, and/or yellows the outer layer of organic materials and some coloured inorganic materials.

8. **Incorrect relative humidity (RH)**

Damp (over 65%):
- causes mould (which stain and weaken organic and inorganic materials),
corrosion (of metals), and shrinkage (of tightly woven textiles).

Dry (under 50%):
- causes shrinkage of moisture containing materials resulting in breakage, and desiccation (of glues).

Fluctuations:
- shrink and swell unconstrained organic materials.
- crush or fracture constrained organic materials.
- cause layered organic materials to delaminate, tent, and/or buckle.
- loosen joints in organic components (eg furniture).

9. **Incorrect temperature (T)**

Too high:
- causes gradual disintegration or discolouration or organic materials, especially if they are chemically unstable (eg acidic paper, colour photographs, nitrate and acetate films).

Too low:
- causes embrittlement, which results in fractures of paints and other polymers.

Fluctuations:
- cause fractures and delaminations in brittle, solid materials, especially if they are layered.
- cause RH fluctuations (see "Incorrect Relative Humidity").

From: Canadian Heritage and Canadian Conservation Institute
"Framework for Preservation of Museum Collections".