



SECTION 6 HEALTH HAZARD DATA

PRIMARY ROUTES OF ENTRY	<input checked="" type="checkbox"/> Inhalation <input checked="" type="checkbox"/> Skin Absorption	<input checked="" type="checkbox"/> Ingestion <input type="checkbox"/> Not Hazardous	This substance has not been identified as a carcinogen by NTP, IARC or OSHA.
HAZARDS	Acute SKIN CONTACT: irritation, redness. VAPORS: headache, drowsiness, dizziness, loss of coordination. Chronic-Reports have associated repeated and prolonged occupational over-exposure to solvents with brain and nervous system damage.		
Signs and Symptoms of Exposure	SKIN CONTACT: irritation, redness.		
Target organ information	VAPORS: headache, drowsiness, dizziness, loss of coordination, nausea. Respiratory symptoms associated with pre-existing lung disorders may be aggravated by exposure to this material. SEE HEALTH HAZARDS, CHRONIC.		
EMERGENCY FIRST AID PROCEDURES	Seek medical assistance for further treatment, observation and support if necessary.		
Eye Contact	Flush eyes with water for 15 minutes. If pain or irritation persists, obtain medical attention.		
Skin Contact	Wash with soap and water. If pain or irritation persists, obtain medical attention.		
Inhalation	Remove to fresh air. Obtain immediate medical attention.		
Other	Do not induce vomiting. Obtain immediate medical attention.		

SECTION 7 — PRECAUTIONS FOR SAFE HANDLING AND USE

Steps to be Taken if Material is Spilled Or Released	Pick up in absorbent material and discard by approved procedures in compliance with Federal, State and local laws.
Waste Disposal Methods	Standard, in observance of all Federal, State and local laws concerning health and environment.
Precautions to be Taken in Handling and Storage	Keep containers tightly closed and store away from possible sources of ignition. Do not use near possible source of ignition.
Other Precautions and/or Special Hazards	Only use in well ventilated areas.

0 = Minimal hazard  
 1 = Slight hazard  
 2 = Moderate hazard  
 3 = Serious hazard  
 4 = Severe hazard

HEALTH	2
FLAMMABILITY	3
REACTIVITY	0

**SECTION 2 PHYSICAL DATA**

BOILING POINT (°F)	205-280	SPECIFIC GRAVITY (H <sub>2</sub> O = 1)	1.05
VAPOR PRESSURE (mm Hg.)	approx. 8 @ 20°F	PERCENT VOLATILE BY VOLUME (%)	approx. 80
VAPOR DENSITY (AIR = 1)	3.8	EVAPORATION RATE (n-butyl acetate = 1)	0.8
SOLUBILITY IN WATER	negligible	VOLATILE ORGANIC COMPOUNDS (VOC)	Typically 5.65 lbs/gal or 678 gms/litre
APPEARANCE AND ODOR	Silver paint - aromatic naphtha odor		

**SECTION 3 FIRE AND EXPLOSION HAZARD DATA**

FLASH POINT (Method used)	73°F (TCC)	FLAMMABLE LIMITS	LOWER 1.0	UPPER 7.0
EXTINGUISHING MEDIA	Carbon dioxide, Foam, Dry chemical			
SPECIAL FIRE FIGHTING PROCEDURES	Use self-contained or air supplied breathing apparatus. Do not try to extinguish with water. Water spray may be useful in minimizing vapors and cooling containers exposed to heat.			
UNUSUAL FIRE AND EXPLOSION HAZARDS	Flashback along vapor trail may occur. This material is flammable and may be ignited by heat, sparks, flame or static electricity.			

**SECTION 4 - REACTIVITY HAZARD DATA**

STABILITY <input checked="" type="checkbox"/> Stable <input type="checkbox"/> Unstable	Conditions To Avoid  N.A.
Incompatibility (Material to Avoid)	Unknown
Hazardous Decomposition Products	If heated to decomposition, may emit carbon dioxide, carbon monoxide and other combustion products.
HAZARDOUS POLYMERIZATION <input type="checkbox"/> May Occur <input checked="" type="checkbox"/> Will Not Occur	Conditions To Avoid  N.A.

**SECTION 5 - CONTROL AND PROTECTIVE MEASURES**

Respiratory Protection (Specify Type)	Appropriate cartridge or canister type respirator.		
Protective Gloves	Impermeable gloves	Eye Protection	Splash goggles
VENTILATION TO BE USED	<input checked="" type="checkbox"/> Local Exhaust <input type="checkbox"/> Other (specify)	<input checked="" type="checkbox"/> Mechanical (general) If local exhaust is inadequate	
Other Protective Clothing and Equipment	Impervious clothing as needed.		
Work Practices	Observe good hygienic practices. Avoid contact with eyes, skin and clothing.		