

# Material Safety Data Sheet

## SECTION I - MANUFACTURER'S INFORMATION

**Manufacturer's Name:** Guardian-IPCO, Inc.  
6606 Cahaba Valley Road  
Birmingham, AL 35242

**Emergency Telephone Number:** 205/991-5316

**Chemical Name and Synonyms:** Blend

**Trade Name and Synonyms:** GI #520 Boiler Water Treatment

**Chemical Family:** N/A

**SECTION II - HAZARDOUS INGREDIENTS:** Listed below:   X    
Not applicable:       

<u>Component</u>	<u>Percentage</u>	<u>CAS NO.</u>
Sodium Hydroxide	> 1.0%	1310-73-2

## SECTION III - PHYSICAL DATA

Boiling Point (Fahrenheit): Not established      Specific Gravity: 1.22  
Vapor Pressure (mm Hg): Not established      Percent Volatile by Volume: N/A  
Vapor Density (Air=1): Not established      Solubility in Water: Complete  
Appearance and Odor: Dark brown liquid; Musty odor

**SECTION IV: - FIRE & EXPLOSION DATA:** Listed below:         
Not applicable:   X  

Flash Point (Method Used): N/A

Flammable Limits: Lel: N/A      Uel: N/A

Extinguishing Media: Water, Carbon dioxide, dry chemicals

Special Fire Fighting Procedures & Unusual Fire and Explosion Hazards:  
None

**SECTION V:** - HEALTH HAZARD DATA: Listed below:   X

Not applicable: \_\_\_\_\_

Threshold Limit Value: Not established

TXDS: Not established

Effects of Overexposure:

Eyes: Destructive to eye tissues on contact. Will cause severe burns that result in damage to the eyes and even blindness.

Skin: Can cause severe burns. Very destructive to tissue.

Ingestion: Can cause severe burns and complete tissue perforation of mucous membranes of the mouth, throat, esophagus, and stomach if swallowed.

Inhalation: Concentrated mist or spray of caustic soda may cause damage to the upper respiratory tract and even to the lung tissue proper which could produce chemical pneumonia, depending upon severity of exposure.

Emergency and First Aid Procedures:

Eyes: Flush with water 15 minutes with large quantities of water even if minute quantities enter the eyes. Seek medical attention.

Skin: Wash skin with large quantities of water for at least 15 minutes while removing contaminated clothing and shoes. Seek medical attention.

Ingestion: **Do not induce vomiting.** Give 2 fl oz vinegar diluted with 2 fl oz water. Seek medical attention.

Inhalation: Remove person from exposure area. If breathing has stopped, use mouth-to-mouth resuscitation and get prompt medical attention.

**SECTION VI:** - REACTIVITY DATA

Stability: Stable:   X Unstable: \_\_\_\_\_

Incompatibility (Materials to avoid): Strong acids. Avoid contact with aluminum, leather, wool, tin, zinc, and alloys containing these metals.

Hazardous Decomposition Products: None

**SECTION VII:** - SPILL OR LEAK PROCEDURES

Steps to be taken in Case Material is Released or Spilled: Contain if possible. Then neutralize with dilute acid. Flush area with water followed by liberal covering of sodium bicarbonate for removing last traces of caustic soda.

Waste Disposal Method: Follow all local, state, and federal regulations.

## **SECTION VIII:** - SPECIAL PROTECTION INFORMATION

Respiratory Protection: NIOSH-approved respirator for mist.

Ventilation: N/A

Local exhaust: N/A

Special: N/A

Mechanical: N/A

Other: N/A

Protective Gloves: Rubber

Eye Protection: Chemical splash goggles and face shield.

Other Protective Equipment: Rubber apron and safety boots. Eye bath and safety shower should be provided.

**SECTION IX:** - SPECIAL PRECAUTIONS: Store drums in a cool, dry area. Keep containers closed when not in use.

*This Material Safety Data Sheet has been prepared in accordance with 29 CFR Part 1910.1200. It contains information that we believe to be true and complete at the date of preparation. However, no warranty is expressed or implied. Advice given under "Waste Disposal" assumes compliance with Federal, State and Local regulations regarding the disposal of hazardous waste. Any use of this product or method of application which is not described in the Product Data Sheet is the responsibility of the user.*

Prepared by Jay Mullis/Cindy Davidson, Chemist, January 96