Skin Contact Inhalation If irritation occurs, wash with plenty of clean water. Seek medical attention if a rash occurs or if irritation persists.

Remove to fresh air. Begin CPR if breathing has stopped and seek immediate medical attention.

Ingestion Do not induce vomiting. Give several glasses of water to dilute. Never give anything to an unconscious person

orally. Seek immediate medical attention.

### Section 5. Fire Fighting Measures

National Fire Protection Association (U.S.A)
(estimated rating)



**Hazardous Combustion Products** 

N/A

**Extinguishing Media** 

Any media applicable to surrounding fire.

**Unsuitable Extinguishing Media** 

N/A

**Fire Fighting Procedures** 

Use a self-contained breathing apparatus. Use water spray to cool fire-exposed containers.

## Section 6. Accidental Release Measures

Spill Clean Up

All spilled material must be contained and kept out of waterways, sewers and drains. The spilled chemical should be absorbed with an inert material. Flush cleaned area thoroughly with water.

#### Section 7. Handling and Storage

Handling and Storage

Keep container tightly closed when not in use. Keep away from strong oxidizers. Keep out of the reach of children. Have eyewash accessible to use in handling area.

#### Section 8. Exposure Controls/Personal Protection

#### **Exposure Limits**

Product Name	OSHA PEL	NIOSH REL	AIHA WEEL	ACGIH TLV
2-butoxyethanol (111-76-2)	50ppm	5ppm		20ppm
Sodium Hydroxide (1310-73-2)	2mg/m³	2mg/m <sup>3</sup>		2mg/m <sup>3</sup>

**Engineering Controls** 

Local ventilation usually adequate. Use mechanical ventilation if build-up of mist or vapors is likely.





# Personal Protective Equipment (PPE)

Evec

Safety glasses or chemical splash goggles

Body

Rubber or neoprene gloves

Respiratory

Use NIOSH approved respirator if TLV are reached or exceeded

## Section 9. Physical and Chemical Properties

**Explosive Limits** N/A Liquid **Physical State** Color Yellow Vapor Pressure N/A Characteristic **Vapor Density** N/A Odor **Relative Density** N/A **Odor Threshold** N/A