


MINI SDS

HAZARDOUS CHEMICAL. NON-DANGEROUS GOODS. According to the WHS Regulations and the ADG Code.

Winsheen

INGREDIENTS	CAS NO	%	8HR OEL
ethylene glycol monobutyl ether	111-76-2	<5	96.9 mg/m3
ethanol	64-17-5	1-10	1880 mg/m3
water	7732-18-5	NotSpec	-

GHS	DG
	UN No: Not Applicable Hazchem Code: Not Applicable DG Class: Not Applicable Subsidiary Risk: Not Applicable Packing Group: Not Applicable Poisons Schedule: Not Applicable

PROPERTIES



Liquid. Mixes with water. May form explosive peroxides.

EMERGENCY



FIRST AID

Swallowed:	If more than 15 mins from Doctor, INDUCE VOMITING (if conscious).
Eye:	Wash with running water.
Skin:	Remove contaminated clothing. Wash with soap & water.
Inhaled:	Fresh air. Rest, keep warm.
Advice To Doctor:	Treat symptomatically.
Fire Fighting:	Water spray/ fog. No restrictions on extinguisher type.
Spills and Disposal:	Absorb with dry agent. Stop leak if safe to do so. Dispose of this material and its container at hazardous or special waste collection point. This material and its container must be disposed of in a safe way.

SAFE STORAGE WITH OTHER CLASSIFIED CHEMICALS



x — Must not be stored together

o — May be stored together with specific preventions

+ — May be stored together

HEALTH HAZARD INFORMATION

Signal word: **Warning**

Hazard statement(s):	H319 Causes serious eye irritation.
	AUH019 May form explosive peroxides.

PRECAUTIONS FOR USE



Appropriate engineering controls:	Local Exhaust Ventilation recommended.
Glasses:	Consider chemical goggles.
Gloves:	1.BUTYL 2.NEOPRENE 3.VITON
Respirator:	Type A Filter of sufficient capacity. (AS/NZS 1716 & 1715, EN 143:2000 & 149:2001, ANSI Z88 or national equivalent)
Storage and Transportation:	Store in cool, dry, protected area. Dispose of this material and its container at hazardous or special waste collection point. Keep out of reach of children. Handle and open container with care.
Fire/Explosion Hazard:	Dispose of this material and its container at hazardous or special waste collection point.