

Grease SR 122

INGREDIENTS	CAS NO	%	8HR OEL
castor oil	8001-79-4	>60	-
SILICA AMPHOROUS	7631-86-9	Not spec	2 mg/m3

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



NFPA Rating:

- ▶ 0: Minimum
- ▶ 1: Low
- ▶ 2: Moderate
- ▶ 3: High
- ▶ 4: Extreme

HEALTH HAZARD INFORMATION



Acute Health Effects:

Irritating to eyes.
 Irritating to respiratory system.
 Irritating to skin.

PRECAUTIONS FOR USE



Appropriate engineering controls:

General Exhaust Ventilation adequate.

Glasses:

Safety Glasses. Consider chemical goggles.

Gloves:

1.NEOPRENE

Respirator:

Type A-P 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.

Fire/Explosion Hazard:

Vapours/gas heavier than air. Dispose of this material and its container at hazardous or special waste collection point.

PROPERTIES



Liquid. Does not mix with water. Floats on water. Combustible.

EMERGENCY



FIRST AID

Swallowed: Give water (if conscious). Seek medical advice.

Eye: Wash with running water.

Skin: Remove contaminated clothing. Wash with soap & water.

Inhaled: Fresh air. Rest, keep warm. If breathing shallow, give oxygen. Medical attention.

Advice To Doctor: Treat symptomatically.

Fire Fighting: Foam.

Spills and Disposal: Eliminate ignition sources. 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. To clean the floor and all objects contaminated by this material, use water and detergent.

SAFE STORAGE WITH OTHER CLASSIFIED CHEMICALS



Explosive Radioactive

x

x

x — Must not be stored together