

## Nalco 77211

INGREDIENTS	CAS NO	%	8HR OEL
sodium bisulfite	7631-90-5	30-60	5 mg/m3
no other ingredients specified.	Not Available	NotSpec.	-



UN No: 2693  
 Hazchem Code: 2X  
 DG Class: 8  
 Subsidiary Risk: **Not Applicable**  
 Packing Group: III  
 Poisons Schedule: **Not Applicable**



## NFPA Rating:

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

## HEALTH HAZARD INFORMATION



**Acute Health Effects:** Harmful if swallowed.  
 Irritating to eyes.

## PRECAUTIONS FOR USE



**Appropriate engineering controls:** General Exhaust Ventilation adequate.

**Glasses:** Consider chemical goggles.

**Gloves:** PVC chemical resistant type.

## Storage and Transportation:

Store in cool, dry, protected area.  
 Restrictions on Storage apply. Refer to Full Report.  
 Dispose of this material and its container at hazardous or special waste collection point.  
 Keep out of reach of children.  
 Keep away from food, drink and animal feeding stuffs.

## Fire/Explosion Hazard:

Toxic smoke/fumes in a fire.  
 Dispose of this material and its container at hazardous or special waste collection point.

## PROPERTIES



Liquid.  
 Mixes with water.  
 Corrosive. Does not burn.

## EMERGENCY



## FIRST AID

**Swallowed:** If more than 15 mins from Doctor, INDUCE VOMITING (if conscious).

**Eye:** Wash with running water.

**Skin:** Wash with soap

**Inhaled:** Fresh air. Rest, keep warm.

**Advice To Doctor:** Treat symptomatically.

**Fire Fighting:** Keep surrounding area cool. Water spray/fog.

**Spills and Disposal:** Prevent from entering drains.  
 Contain spillage by any means.  
 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.

## SAFE STORAGE WITH OTHER CLASSIFIED CHEMICALS



Explosive Radioactive

x x

x — Must not be stored together