

## AEROSOL ACRYLIC ENAMEL

INGREDIENTS	CAS NO	%	8HR OEL
n-butyl acetate	123-86-4	10-30	713 mg/m3
acetone	67-64-1	15-40	1185 mg/m3
ethylene glycol monobutyl ether	111-76-2	0.5-1.5	96.9 mg/m3
methyl ethyl ketone	78-93-3	3-7	445 mg/m3



UN No: 1950  
 Hazchem Code: 2YE  
 DG Class: 2.1  
 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.  
 Vapours may cause drowsiness and dizziness.

**Chronic Health Effects:** Repeated exposure may cause skin dryness and cracking.  
 \* – limited evidence

## PRECAUTIONS FOR USE



**Glasses:** Consider chemical goggles.

**Gloves:** 1.PE/EVAL/PE 2.NEOPRENE 3.PVC

**Respirator:** Type AX 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.

**Fire/Explosion Hazard:** HIGHLY FLAMMABLE.  
 Toxic smoke/fumes in a fire.  
 Risk of explosion if heated under confinement.

## PROPERTIES



Liquid.  
 Gas.  
 Does not mix with water.  
 Floats on water. Extremely flammable.

## EMERGENCY



## FIRST AID

<b>Swallowed:</b>	Do NOT give milk or oil. Do NOT give alcohol.
<b>Skin:</b>	Wash with soap & water. Apply cleansing cream.
<b>Advice To Doctor:</b>	No antidote. Supportive care. Evaluate for respiratory distress. Consider lavage with cuffed tube. NO adrenalin.
<b>Fire Fighting:</b>	Keep containers cool. Water spray/ fog. Foam - alcohol type.
<b>Spills and Disposal:</b>	Spilled liquid has low temperature and evaporates quickly. Eliminate ignition sources. Prevent from entering drains. Contain spillage by any means. Control vapour with water spray/ fog. Absorb with dry agent. Stop leak if safe to do so.

## SAFE STORAGE WITH OTHER CLASSIFIED CHEMICALS

Explosive	Toxic	Radioactive	Oxidizing
x	x	x	x

x — Must not be stored together