

Product: Touch-Up Paint - Mariner Nickel Gray (Bottle)**Product #:** 92-802878 11**SECTION I - MANUFACTURER INFORMATION**

Name: Mercury Marine
Address: W6250 W. Pioneer Rd.
 PO Box 1939
 Fond du Lac WI 54936-1939

Emergency: 800-424-9300 (ChemTrec)
Information: 920-929-5418
Date Prepared: 05-07-96
Revised: 12-10-98

SECTION II - HAZARDOUS INGREDIENTS/IDENTITY INFORMATION

Hazardous Components*	OSHA PEL	ACGIH TLV	Other	% (Opt.)
Aluminum (7429-90-5)**	N/D	10mg/m ³		3
Ethyl Benzene (100-41-4)**	N/D	100ppm		8
N-Nonane (111-84-2)	200ppm	200ppm		3
Xylene (1330-20-7)**	100ppm	100ppm		28
Propylene Glycol Methyl Ether Acetate (108-65-6)	N/D	N/E		13

*Specific Chemical Identity, Common Name (CAS)

**This component is listed as a SARA Section 313 Toxic Chemical.

SECTION III - PHYSICAL/CHEMICAL CHARACTERISTICS**Boiling Point:** 150° - 302°F**Specific Gravity (H₂O=1):** .9970**Vapor Pressure (mmhg):** 3.7 @ 20°C**Melting Point:** N/D**Vapor Density (Air=1):** N/A**Evaporation Rate:** .3900**Solubility in Water:** N/D**(Butyl Acetate=1)****Appearance and Odor:** Opaque liquid, solvent odor**SECTION IV - FIRE AND EXPLOSION HAZARD DATA****Flash Point (Method Used):** 56°F (No Method Listed)**Flammable Limits:** LEL - .80 UEL - 13.10**Extinguishing Media:** Carbon Dioxide, dry chemical, chemical foam

Special Fire Fighting Procedures: Full protective equipment including SCBA to avoid inhalation should be used. Water spray should not be used except to keep down vapors or cool closed containers to prevent buildup of pressure. If water is used, fog nozzles are preferred. When fighting a fire involving aluminum paste, do not use a water stream or halogenated extinguishing agents.

Unusual Fire and Explosion Hazards: Closed containers may explode when exposed to extreme heat. Product vapors are heavier than air and may travel a long distance to a source of ignition and flash back.

SECTION V - REACTIVITY DATA**Stability:** Unstable () Stable (X)**Conditions to Avoid:** Contact with heat, sparks, and open flame.

Incompatibility (Materials to Avoid): Strong oxidizing agents. Aluminum flake can react violently with halogenated hydrocarbons including halogenated fire extinguishing agents. Aluminum flake can also react with some acids and caustic solutions.

Hazardous Decomposition or Byproducts (Thermal): Carbon Dioxide, Carbon Monoxide, and unidentifiable organic materials.

Hazardous Polymerization: May Occur () Will Not Occur (X)**ADDITIONAL INFORMATION**

Mercury Marine Emergency Information Number: 920-929-5000

Manufacturer, Raabe Corp., Emergency Number: 414-255-9500

SECTION VI - HEALTH HAZARD DATA

Route(s) of Entry: Inhalation (Y) Skin (Y) Eye (Y) Ingestion (Y)

Health Hazards (Acute and Chronic): Liquid or vapor may be irritating to skin, eyes, throat, and lungs. Intentional misuse by deliberately concentrating and inhaling the contents of this product can be harmful or fatal. Chronic overexposure to a component or components in this product has been found to cause the following effects in laboratory animals: anemia and damage to kidney, eye, and liver. Chronic exposure has also been suggested as a cause of cardiac abnormalities in humans. Reports have associated repeated and prolonged overexposure to solvents with permanent brain and nervous system damage.

Carcinogenicity: NTP (N) IARC Monographs (N) OSHA Regulated (N)

Signs and Symptoms of Exposure: Eye - May cause severe irritation. Skin - May cause irritation. Inhalation - Exposure to high vapor concentrations may cause dizziness, breathing difficulty, headaches, or respiratory irritation. Extremely high concentrations may cause drowsiness, staggering, confusion, unconsciousness, coma, or death. Ingestion - Moderately toxic. May cause stomach discomfort, nausea, vomiting, diarrhea, and narcosis. Aspiration of material into the lungs if swallowed or if vomiting occurs can cause chemical pneumonitis, which can be fatal.

Medical Conditions Generally Aggravated by Exposure: N/D

Emergency and First Aid Procedures: Eye - Immediately flush with plenty of water for at least 15 minutes. Get medical attention if irritation persists. Skin - Remove contaminated clothing and wash affected area thoroughly with soap and water. Seek medical attention. Launder contaminated clothing before reuse. Inhalation - Move person to fresh air. If breathing stops, apply artificial respiration. Seek medical attention. Ingestion - **SEEK MEDICAL ATTENTION IMMEDIATELY!** The decision to induce vomiting or not must be made by a physician after careful consideration of all materials ingested.

SECTION VII - PRECAUTIONS FOR SAFE HANDLING AND USE

Steps to be Taken in Case Material is Released or Spilled: Remove all sources of ignition. Ventilate area of spill and adjacent low-lying areas. Avoid breathing solvent vapors. Remove with inert absorbent materials and non-sparking tools.

Waste Disposal Method: Place in closed containers. Dispose of product in accordance with federal, state, county, and local regulations.

Precautions to be taken in Handling and Storing: Store in a cool, dry area (<120°F) with ventilation suitable for storing materials shown in Section II. Keep away from heat, sparks, and flame. Store away from direct sunlight or sources of ignition. Wash hands thoroughly after handling.

Other Precautions: KEEP AWAY FROM CHILDREN!

SECTION VIII - CONTROL MEASURES

Respiratory Protection (Specify Type): A NIOSH/OSHA-approved respirator suitable for components listed in Section II is recommended if limits are expected to be exceeded.

Ventilation: Local Exhaust & Mechanical - Provide sufficient ventilation, in volume and pattern, to keep air contamination below applicable PELs and TLVs.

Protective Gloves: Chemical-resistant plastic or rubber gloves

Eye Protection: Chemical goggles with side shields or face shield

Other Protective Clothing or Equipment: Appropriate impervious clothing if prolonged or repeated contact is likely.

Work/Hygiene Practices: Always follow good housekeeping and personal hygiene practices.

N/D = NOT DETERMINED (NO DATA) N/E = NONE ESTABLISHED Y = YES
N/A = NOT APPLICABLE N/AV = NOT AVAILABLE N = NO