DIRECTIONS FOR USE

SHAKE WELL BEFORE USE

Sol-Odamask H will separate out (cream) on standing if stored for long periods, or if high (over 18°C) ambient temperatures prevail. Shaking or stirring will restore it to its original condition without any harm to its deodorant properties.

DILUTIONS: Use one part Sol Odamask H diluted with between 100 and 1000 parts water, i.e. 250 to 25mls to 25 litres of water. Select the exact dilution that is most effective against the malodours to be controlled.

USES: Sol-Odamask H can be used for spraying into the atmosphere to dispose of offensive odours, for washing down surfaces, e.g. in refuse storage areas, around drains, and for direct application to odour producing debris, e.g. at waste transfer stations. The product has grease-cutting and detergent properties which assist its deodorant action.

Sol-Odamask H is fully biodegradable and at use dilution may be considered non-hazardous for all human, animal and vegetable life.

FOR ADVICE ABOUT:

First aid, PPE, disposal, spillage and hazard classification - see safety data sheet.

REF MAY 2018

PRECAUTIONS

- · Avoid release to the environment
- · Collect spillage
- Dispose of contents/container to national regulation
- · Wash thoroughly after handling
- Wear protective gloves/protective clothing/eye protection/face protection
- IF ON SKIN: Wash with soap and water
- If skin irritation occurs: Get medical advice/attention
- Take off contaminated clothing and wash before reuse

HAZARD PHRASES

Causes skin irritation
Toxic to aquatic life with long lasting effects
May cause an allergic skin reaction
Causes serious eye irritation







SOL-ODAMASK H

An agricultural, industrial, commercial & municipal deodorant. For control of odours in maggot farms, sewage works, farms (slurry deodorising), industrial works, cess pits, animal processing by-product units, tips and landfill sites, drains, demolition works, bin storage areas in hospitals, flats, and in kennels, catteries, waste transfer stations etc.

Contents: 1 Litre

Batch No: See Separate Sticker