

RUST CONVERTER

Product # 8346

Changes rust into an inert, protective coating

This aerosol surface conditioner and primer changes existing rust into a dark, inert protective polymeric coating that seals out moisture and prevents future rust and corrosion. It also provides an excellent primer coating on rusty steel and iron for the application of oil-based paints. Once painted, it helps surfaces resist the effects of the weather without peeling or cracking.

Use On:

- Trucks and autos
- Marine docks
- Play equipment
- Storage tanks
- Machinery
- Doors and gates
- Boats
- Farm equipment

Features and Benefits

- Converts rust into a stable, paintable surface.
- Eliminates the need for scraping, sandblasting or priming rusty surfaces.
- Protects further rusting on surfaces exposed to rain, sun and salt spray.

Properties

Appearance.....	Brown Aerosol
Fragrance.....	Solvent
Specific gravity.....	0.74
VOC content.....	35-40% by wt.
Solubility.....	Complete in water
Spray Pattern.....	Spray
Extension Tube.....	No

Directions Complete directions on product label

For best results, prepare surface by brushing the loose rust from the surface using a wire brush or sand paper. Spray two thin coats onto the surface. After the surface has dried, it will turn black. Allow 48 hours to completely cure before painting.
For long lasting protection, seal with two coats of a high quality oil-based paint.
Do not apply if the surface temperature is below 50°F. Store in a cool dry place, protect from freezing or temperatures above 100°F.

Active Ingredients

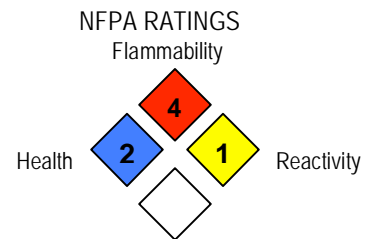
Active Ingredients	CAS Number
Acetone	67-64-1
Isopropanol	67-63-0
Ethylene Glycol	107-21-1
Tannic Acid	1404-55-4
Oxalic acid	144-62-7

Safety:

Danger: extremely flammable. May cause burns to eyes skin and respiratory tract. Keep out of the reach of children.

DOT Shipping (ground transportation)

Proper Shipping Name:	Consumer Commodity
Class:	ORM-D
ID Number:	None
Packing Group:	None



Quantities

- 12 cans/case
- 20 ounce can
- 13 ounce net weight