

Important Safety Information

URETHANE PRODUCTS CORPORATION **HIGH PERFORMANCE POLYUREA COATINGS**

Spray Procedures for UPC 9200 series of spray polyurea **Please read carefully and follow all procedures suggested.**

UPC 9200 series of spray polyurea contains Toluene Diisocyanate commonly referred to, as TDI is a colorless to pale yellow liquid at room temperature with a sharp, pungent odor.

Recognizing potential health hazards:

Contact with excessive amounts of TDI vapor, liquid or aerosol can be harmful to your health. There are four common ways to become over exposed.

- 1) Breathing high airborne concentrations.
- 2) Getting it in your eyes
- 3) Getting it on your skin
- 4) Swallowing it

Protecting yourself from TDI over exposure.

When spraying UPC 9200 series of spray polyurea containing TDI proper precautions need to be followed to avoid over exposure.

- 1) A NIOSH- approved, air – supplied respirator operated in pressure – demand or positive-pressure mode. Certified ventilated spray booth is also recommended
- 2) Safety glasses or chemical worker’s goggles. (Chemical worker goggles preferred)
- 3) Long –sleeve coveralls (heavy cotton preferred)
- 4) Non-leather safety shoes or boots.
- 5) Head protection closed – fitting full hood.

Handling Unloading and Storing TDI

To minimize hazards when handling, unloading, or storing TDI:

- 1) Wear protective clothing
- 2) Follow all safety precautions for handling TDI
- 3) Handle and store drums in well ventilated area with containment
- 4) Check drums for leakage
- 5) Do not strike drums or bungs with tools, which may cause sparking
- 6) Keep over packs available
- 7) Do not stack or palletize over three high
- 8) Never use pressure to empty drums
- 9) Do not store TDI in open head drums

This information is presented in addition to MSDS information and is directed toward safety procedures for proper use when spraying polyurea coatings containing TDI. Urethane Products Corporation accepts no responsibility for the use or misuse of this product.

