



UNITED

LABORATORIES

United 415

With **POLYMERGE**, messy and dangerous polymer spills can be quickly and completely encapsulated into a dry powder.

IDEAL FOR:

- Wastewater dewatering facilities around equipment.
- Polymer mixing areas.
- Polymer storage areas.

DIRECTIONS FOR USE:

For ongoing use, sprinkle around equipment areas where polymer leaks may puddle. **POLYMERGE** will encapsulate liquid so that it can be easily swept up and disposed.

For spills, cover the entire wet area with **POLYMERGE**. Let product work and sweep up when all the liquid has been encapsulated. Large spills or deep puddles may require more time or some turning to get liquid fully encapsulated.

POLYMERGE

Polymer and Spill Encapsulate

KEEP OUT OF REACH OF CHILDREN.

CAUTION

SEE SIDE PANEL FOR ADDITIONAL PRECAUTIONARY STATEMENTS.

PRECAUCION AL USUARIO:

Si usted no puede leer Ingles, pregunte a alguien que le traduzca esta etiqueta para usted antes de uso.

Sold By:

UNITED LABORATORIES, INC.
320 37th Avenue • St. Charles, IL 60174
1-800-323-2594 • www.unitedlabsinc.com

CAUTION:

Avoid contact with eyes. Avoid inhalation of granular particles.

EMERGENCY AND FIRST AID PROCEDURES:

EYES: Flush with plenty of water for at least 15 minutes while holding eye lids open. If irritation persists, call a physician or poison center.

SKIN: Wash with soap and water. If irritation persists, call a physician or poison center.

INHALATION: Remove to fresh air. Apply CPR as needed. If irritation persists, call a physician or poison center.

IF SWALLOWED: Call a physician or poison center immediately.

An MSDS for this product is available through United's website, www.unitedlabsinc.com, providing 24 hour access. Please read the MSDS carefully and follow all directions when using or handling this product. Never reuse empty containers. Incompatible materials may adversely react.

HMIS® III CODE: 0=MINIMAL 1=SLIGHT 2=MODERATE 3=SERIOUS 4=SEVERE PERSONAL PROTECTION INDEX: Goggles	HEALTH	0
	FLAMMABILITY	0
	PHYSICAL HAZARD	0
	PERSONAL PROTECTION	n