



Flash Dry Plus

Flash Dry Plus is a high-performance drying agent and UV protectant formulated for use in cold water rinse arch and for low pressure self-serve applications. When sprayed on a vehicle an immediate water beading/sheeting occurs for faster drying and brilliant vehicle shine.

Dilution

Tunnel: 128 to 300:1 with water
 In Bay: 128 to 300:1 with water
 Self-Service: 128 to 300:1 with water

Application

- Used in tunnels, in bays and self-serve applications

Technical Data

Appearance: Amber clear liquid
 Odor: Light Citrus
 Biodegradable: Yes
 Foaming: Low
 pH: 4.0
 Specific Gravity: 0.984
 Rinsing: Complete
 Stability: Good
 Wetting Ability: Excellent

Storage Instructions

Product may become unstable if cooled below 50°F. Keep product warm and above bare concrete floors. If product becomes unstable, add hot water and mix well. Product may be used if thawed properly. Use only in well-ventilated areas. Prevent formation of aerosols. Store away from foodstuffs. Do not store together with alkalis (caustic solutions). Store away from oxidizing agents. Keep container tightly sealed.

Product Code

CW494

Safety

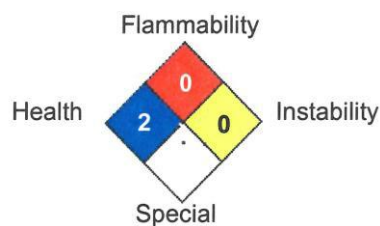
Hazard statements: Causes skin irritation. Causes serious eye irritation. May cause an allergic skin reaction.

Signal Word: WARNING



Precautionary statements: Obtain special instructions before use. Do not handle until all safety precautions have been read and understood. Avoid breathing mist/vapours/spray. Wash hands and exposed skin thoroughly after handling. Wear protective gloves/protective clothing/eye protection/face protection. Wash contaminated clothing before reuse. **IF IN EYES:** Rinse continuously with water for several minutes. Remove contact lenses if present and easy to do – continue rinsing. **IF exposed or concerned:** Get medical advice/attention. **IF ON SKIN:** Wash with plenty of water. Dispose of contents/container in accordance with local/regional/ national/ regulations.

National Fire Protection Association (NFPA):



Shipping

Not Regulated