

SHOCK STOP™

Static Dissipating Carpet Treatment



Removes Static From
Carpets and Rugs
Product #130

PRODUCT DESCRIPTION

A sophisticated combination of quarternary and resin compounds designed to eliminate static buildup on carpets, upholstery, and fabrics. Considering the almost universal use of computers and other sensitive electronics equipment in businesses and even private homes, Shock Stop provides an important safeguard against potential damage from electrostatic discharges. Shock Stop is non-corrosive, non-flammable, biodegradable, and environmentally oriented.

APPLICATION & MAINTENANCE

Remove dust and loose dirt from carpet with vacuum cleaner. Remove stains and soil with spotter or shampooing procedure. Adjust a trigger or pressurized sprayer to deliver a fine mist and cover the application area evenly. Allow the carpet to dry before admitting foot traffic. This is a concentrated product which may be diluted for more frequent applications. Reapply as needed to control static, and after shampooing. Static-dissipating action should continue for 30 to 90 days depending on the amount of traffic and relative humidity. Coverage is approximately 1000 square feet per gallon.

SPECIFICATIONS

Active Ingredients	Proprietary mixture of quarternary and resin compounds
pH	7.0 +/- 0.5
Free Ammonia	None
Free Alkali	None
Free Acid	None
Phosphates	None
Abrasives	None
Color	Light green
Odor	Mild
Solubility in Water	100%
Freeze/Thaw Stability	Minimum 3 cycles
Shelf Life	Minimum one year at room temperature
Flash Point	None
Weight Per Gallon	8.5
Biodegradable	Yes
Soil Suspension	Good

SAFETY INFORMATION

Health	1
Flammability	0
Reactivity	0
Personal Protection	B

CAUTION: Can cause eye and skin irritation. Wear safety glasses and plastic gloves when handling material. Prolonged contact with skin can cause dermatitis. Contains Diethylene glycol methyl ether CAS# 111-777-3. For detailed information consult MSDS sheet.



605 Springs Road
Bedford, MA 01730
Telephone: 978.667.5161
Fax: 978.670.5797
www.perma.com