

POTENTIAL HAZARDS**HEALTH**

- **TOXIC; Extremely Hazardous.**
- Inhalation extremely dangerous; may be fatal.
- Contact with gas or liquefied gas may cause burns, severe injury and/or frostbite.
- Odorless, will not be detected by sense of smell.

FIRE OR EXPLOSION

- **EXTREMELY FLAMMABLE.**
- May be ignited by heat, sparks or flames.
- Flame may be invisible.
- Containers may explode when heated.
- Vapor explosion and poison hazard indoors, outdoors or in sewers.
- Vapors from liquefied gas are initially heavier than air and spread along ground.
- Vapors may travel to source of ignition and flash back.
- Runoff may create fire or explosion hazard.

PUBLIC SAFETY

- **CALL Emergency Response Telephone Number on Shipping Paper first. If Shipping Paper not available or no answer, refer to appropriate telephone number listed on the inside back cover.**
- As an immediate precautionary measure, isolate spill or leak area for at least 100 meters (330 feet) in all directions.
- Keep unauthorized personnel away.
- Stay upwind.
- Many gases are heavier than air and will spread along ground and collect in low or confined areas (sewers, basements, tanks).
- Keep out of low areas.
- Ventilate closed spaces before entering.

PROTECTIVE CLOTHING

- Wear positive pressure self-contained breathing apparatus (SCBA).
- Wear chemical protective clothing that is specifically recommended by the manufacturer. It may provide little or no thermal protection.
- Structural firefighters' protective clothing provides limited protection in fire situations ONLY; it is not effective in spill situations where direct contact with the substance is possible.
- Always wear thermal protective clothing when handling refrigerated/cryogenic liquids.

EVACUATION**Spill**

- See the Table of Initial Isolation and Protective Action Distances.

Fire

- If tank, rail car or tank truck is involved in a fire, ISOLATE for 800 meters (1/2 mile) in all directions; also, consider initial evacuation for 800 meters (1/2 mile) in all directions.

EMERGENCY RESPONSE**FIRE**

- DO NOT EXTINGUISH A LEAKING GAS FIRE UNLESS LEAK CAN BE STOPPED.

Small Fires

- Dry chemical, CO₂ or water spray.

Large Fires

- Water spray, fog or regular foam.
- Move containers from fire area if you can do it without risk.

Fire involving Tanks

- Fight fire from maximum distance or use unmanned hose holders or monitor nozzles.
- Cool containers with flooding quantities of water until well after fire is out.
- Do not direct water at source of leak or safety devices; icing may occur.
- Withdraw immediately in case of rising sound from venting safety devices or discoloration of tank.
- ALWAYS stay away from tanks engulfed in fire.

SPILL OR LEAK

- ELIMINATE all ignition sources (no smoking, flares, sparks or flames in immediate area).
- All equipment used when handling the product must be grounded.
- Fully encapsulating, vapor protective clothing should be worn for spills and leaks with no fire.
- Do not touch or walk through spilled material.
- Stop leak if you can do it without risk.
- Use water spray to reduce vapors or divert vapor cloud drift. Avoid allowing water runoff to contact spilled material.
- Do not direct water at spill or source of leak.
- If possible, turn leaking containers so that gas escapes rather than liquid.
- Prevent entry into waterways, sewers, basements or confined areas.
- Isolate area until gas has dispersed.

FIRST AID

- Move victim to fresh air. • Call 911 or emergency medical service.
- Give artificial respiration if victim is not breathing.
- Administer oxygen if breathing is difficult.
- Remove and isolate contaminated clothing and shoes.
- In case of contact with substance, immediately flush skin or eyes with running water for at least 20 minutes.
- In case of contact with liquefied gas, thaw frosted parts with lukewarm water.
- Keep victim warm and quiet. • Keep victim under observation.
- Effects of contact or inhalation may be delayed.
- Ensure that medical personnel are aware of the material(s) involved and take precautions to protect themselves.