WINDSHIELD WARRIOR #226850

Powerful Washer Fluid Concentrate



Features:

- Removes dirt, grime, bugs and salt
- Can be used in all weather conditions
- Provides better visibility for safer driving
- Choose dilution based on weather conditions
- Available in 1 Gallon (2268507) & 55 Gallon (2268755)

Description:

WINDSHIELD WARRIOR contains special detergents to remove dirt, grime, bugs and salt residue and leaves windshields clear and streak-free. Fights ice, frost and snow for maximum visibility, less warm-up time and safer driving. This concentrated formula allows you to choose the most economical dilution for your weather conditions – while still assuring optimum performance.



Applications:

- Dirt & Grime Streaks
- Road Film

Bugs

- Snow
- Salt Residue
- Ice
- Frost

Product Characteristics:

Appearance:		Clear, dark blue liquid	
Odor:		Methanol	
Boiling Point:		149°F Methanol	
Density:		0.875 g/ml	
Solubility:		Soluble in water	
Flash Point:		<70°F, closed cup	
VOC Content:		<70%	
pH:		7 – 9	
Storage:	Store in a well-ventilated place. Keep container		
	tightly closed. Keep cool. Store locked up.		
Transport Information:			
Proper Shipping Name:		Methanol	
UN Number:		UN1230	
Class:		3 – Flammable liquid	
Packing Group:		II – Medium danger	

Directions:

For summer use, add 1 1/2 ounces of this concentrate to 1 gallon of water. For winter use, use the proper dilution for the temperatures in your local area. The following quantities of concentrate added to water will reduce the freezing point as shown:

Dilution Chart:

To Temp. (°F)	Parts Concentrate	Parts Water
25°F	1	15
10°F	1	4
-5°F	1	2
-20°F	1	1

Note to California Users: Follow only these directions. For California users in Type "A" areas, each part of this concentrate must be diluted with at least two parts water. For California users in non- Type "A" areas, add 1 1/2 ounces of this concentrate to 1 gallon of water.

DOT Placard:



VOC Compliancy:

Yes

Pictograms:







Signal Word:

DANGER

Personal Protective Equipment Required:





