

MATERIAL SAFETY DATA SHEET

Sodium Molybdate ($\text{Na}_2\text{MoO}_4(\text{H}_2\text{O})_2$), 100%

FIRST AID (GET MEDICAL ATTENTION IF SYMPTOMS PERSIST)

EYES: FLUSH WITH LARGE AMOUNTS OF WATER FOR AT LEAST 15 MINUTES
SKIN: WASH WITH SOAP AND WATER
INHALATION: REMOVE FROM EXPOSURE
INGESTION: INDUCE VOMITING

HEALTH: 2

FLAMMABILITY: 0

REACTIVITY: 1

PRECAUTIONS: NONE

CHEMTREC 24-HOUR EMERGENCY HOTLINE: (800) 424-9300

To be used only in the event of chemical emergencies involving a spill, leak, fire, exposure or accident.

MANUFACTURER

Mallinckrodt Baker Incorporated
222 Red School Lane
Phillipsburg NJ 08865
(800) 582-2537

PHYSICAL DATA

odor: odorless
appearance: white powder
melting point: 687°C
specific gravity: 3.28
solubility in water: 84% @ 100°C

REACTIVITY

stability: stable
conditions to avoid: moisture, heat, flames, ignition sources
materials to avoid: alkali metals, oxidizers,
Hazardous polymerization will not occur.

FIRE FIGHTING

flash point: non-combustible
special procedures: wear NIOSH-approved self-contained, pressurized breathing apparatus with full face-piece and full protective clothing
combustion products: decomposition may yield toxic metal fumes

PERSONAL PROTECTION

handling / storing: follow good hygiene practices / general storage
eyes: safety goggles
skin: full work-clothing, impervious gloves
respiratory: NIOSH-approved respiratory protection
ventilation: local or general exhaust

HEALTH HAZARD DATA - HAZARDOUS

route of entry: eyes, skin, ingestion, inhalation
eye contact: causes irritation and sensitization
skin absorption: may cause irritation to wet skin
ingestion: moderately toxic, but rapidly excreted
inhalation: causes irritation
toxicology: LD50 (oral, rat): 4000 mg/kg

STORAGE & HANDLING

Keep container closed.
Protect from physical damage.
Store in a cool, dry area, away from alkali metals and oxidizers.

SPILLS & DISPOSAL

Sweep up and cover for salvage.
If material cannot be salvaged, dispose of in accordance with all local, state and federal regulations.