

SA-100

ANHYDROUS SODIUM ACETATE

FEATURES:

- **LOW CORROSION** About as corrosive as tap water
- **SAFE FOR CONCRETE** No more damage than from water
- **EXCELLENT INHIBITOR** Reduces chloride corrosion
- **ENVIRONMENTALLY SAFE** Low toxicity and biodegradable

GENERAL DESCRIPTION:

SA-100 is non-corrosive anhydrous sodium acetate. **SA-100** is a safe ice melter alternative to chlorides and urea. **SA-100** is designed for applications where corrosion and environmental issues are of concern.

NON-CORROSIVE:

SA-100 is non-corrosive and should be used where corrosion or concrete damage is the largest concern. **SA-100** is a preferable alternative to CMA (calcium magnesium acetate) which contains the magnesium ion which is noted to cause spawling in concrete.

APPLICATION RATES:

SA-100 application rates vary according to climate and maintenance practices. **SA-100** works best with early application when snow begins to stick or ice is beginning to form. **SA-100** is applied at rates similar to road salt, but heavier in the first application and lighter as the storm continues. Rates range from 5 to 15 pounds per 1000 square feet.

CUSTOMER PROFILE:

Typical **SA-100** customers are concerned with concrete spalling, corrosion or environmental issues. They include transportation agencies, military installations, universities, property management firms and commercial facilities. They require the performance of a solid ice melter without the risk of negative environmental impact or infrastructure damage generally associated with chlorides and urea. For these reasons, **SA-100's** anhydrous sodium acetate formulation is often specified by design engineers for use on bridge decks, parking garages and ramps.

TECHNICAL INFORMATION:		
Principal Application	Corrosion or environmentally sensitive areas	
Composition	Sodium Acetate (anhydrous)	
Particle Size	Sieve	%Passing
	4	90
	14	10
Shape	Hard spherical pellets	
Bulk Density	50 lb/ft ³ to 54 lb/ft ³ (0.8 g/cm ³ to 0.86 g/cm ³)	
pH	8 to 10.5 in a 10% solution	