

RUST OFF

Technical Data Sheet

Creation Date 28/03/2018

Version I

A quick acting, penetrating and lubricating oil that beats rust and corrosion.

Where to use?

Use CRC Rust Off for easy dismantling of corroded screws, rusted nuts and bolts, locks, hinges, valves, garden equipment. Frees metal parts seized by dirt, rust, corrosion or dried-up greasy deposits.

How does it work?

The special formula will penetrate rust, scale and corrosion quickly. Perfect to use for hard-to-reach areas. Safe for all metals and for most plastics and rubbers.

What to expect?

CRC Rust off will easily free metal parts and leave a thin lubricating film.

Be prepared

- Before use, carefully read and observe the warning texts on the label.
- Always make sure to have a good ventilation.
- Avoid open fire or other sources of ignition in the same room.
- Dispose empty cans according to your local legislation.

Help for a good application

- Apply liberally, saturating problem areas. Use extension tube for hard-to-reach areas.
- Allow a few minutes for penetration; tap joint lightly to aid penetration.
- Repeat if necessary for stubborn joints, fasteners and assemblies.
- If necessary, spillage can be removed by CRC Power Clean.

Technical data (Aerosol)

Appearance:	blackish-grey liquid
Horizontal spread:	90 cm ²
Volume:	250 ml



Related products:

- CRC Power Clean

All statements in this publication are based on service experience and/or laboratory testing. Because of the wide variety of equipment and conditions and the unpredictable human factors involved, we recommend that our products be tested on-the-job prior to use. All information is given in good faith but without warranty neither expressed nor implied.

This Technical Data Sheet may already have been revised at this moment for reason such as legislation, availability of components and newly acquired experiences. The latest and only valid version of this Technical Data Sheet will be sent to you upon simple request or can be found on our website: www.crcind.com.

