

GUIDE 122 GASES - OXIDIZING (INCLUDING REFRIGERATED LIQUIDS)

POTENTIAL HAZARDS

FIRE OR EXPLOSION

- Substance does not burn but will support combustion.
- Some may react explosively with fuels.
- May ignite combustibles (wood, paper, oil, clothing, etc.).
- Vapors from liquefied gas are initially heavier than air and spread along ground.
- Runoff may create fire or explosion hazard.
- Containers may explode when heated.
- Ruptured cylinders may rocket.

HEALTH

- Vapors may cause dizziness or asphyxiation without warning, especially when in closed or confined areas.
- Contact with gas, liquefied gas or cryogenic liquids may cause burns, severe injury and/or frostbite.
- Fire may produce irritating and/or toxic gases.

PUBLIC SAFETY

- **CALL 911. Then call emergency response telephone number on shipping paper.** If shipping paper not available or no answer, refer to appropriate telephone number listed on the inside back cover.
- Keep unauthorized personnel away.
- Stay upwind, uphill and/or upstream.
- Many gases are heavier than air and will spread along the ground and collect in low or confined areas (sewers, basements, tanks, etc.).
- Ventilate closed spaces before entering, but only if properly trained and equipped.

PROTECTIVE CLOTHING

- Wear positive pressure self-contained breathing apparatus (SCBA).
- Wear chemical protective clothing that is specifically recommended by the manufacturer **when there is NO RISK OF FIRE.**
- Structural firefighters' protective clothing provides thermal protection **but only limited chemical protection.**
- Always wear thermal protective clothing when handling refrigerated/cryogenic liquids.

EVACUATION

Immediate precautionary measure

- Isolate spill or leak area for at least 100 meters (330 feet) in all directions.

Large Spill

- Consider initial downwind evacuation for at least 500 meters (1/3 mile).

Fire

- If tank, rail tank car or highway tank 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

- Use extinguishing agent suitable for type of surrounding fire.

Small Fire

- Dry chemical or CO₂.

Large Fire

- Water spray, fog or regular foam.
- If it can be done safely, move undamaged containers away from the area around the fire.
- Damaged cylinders should be handled only by specialists.

Fire Involving Tanks

- Fight fire from maximum distance or use unmanned master stream devices 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 in direct contact with flames.
- For massive fire, use unmanned master stream devices or monitor nozzles; if this is impossible, withdraw from area and let fire burn.

SPILL OR LEAK

- Keep combustibles (wood, paper, oil, etc.) away from spilled material.
- Do not touch or walk through spilled material.
- Stop leak if you can do it without risk.
- If possible, turn leaking containers so that gas escapes rather than liquid.
- Do not direct water at spill or source of leak.
- Use water spray to reduce vapors or divert vapor cloud drift. Avoid allowing water runoff to contact spilled material.
- Prevent entry into waterways, sewers, basements or confined areas.
- Allow substance to evaporate.
- Isolate area until gas has dispersed.

CAUTION: When in contact with refrigerated/cryogenic liquids, many materials become brittle and are likely to break without warning.

FIRST AID

Refer to the "General First Aid" section.

Specific First Aid:

- Clothing frozen to the skin should be thawed before being removed.
- In case of contact with liquefied gas, only medical personnel should attempt thawing frosted parts.



In Canada, an Emergency Response Assistance Plan (ERAP) may be required for this product. Please consult the shipping paper and/or the "ERAP" section.