



Formula Type	Liquid
Bio-Based %	40
Dilution Ratio	1:128 - 1:16
PH	7.00 - 8.00
Non-Volatile Matter	12.00 - 13.50%

### Safety

See safety datasheet (if applicable) and product label for safety information, handling and proper use.

### Directions for Use

Use on washable, nonporous surfaces. Recommended for degreasing equipment, motors, metal surfaces, concrete, and hard floors. **LIGHT CLEANING:** (windows, countertops, stainless steel), damp mopping: Use 1:128 dilution (1 oz./gal. of water). **GENERAL PURPOSE CLEANING:** (woodwork, walls, floors, counters, shower stalls, tubs, sinks): Use 1:32 dilution (4 oz./gal. of water). **DIFFICULT CLEANING:** (food, soft drinks, oil and grease from concrete): Use 1:8 dilution (16 oz./gallon of water). **HEAVY GREASE REMOVAL:** (grills, ovens, hoods, stoves, stainless steel counters, engines): Use 1:1 dilution. Can be used on most carpets. Orange dye may cause staining on light colored carpet. Always pre-test for effects. Do not use on oriental rugs.

### Certifications

This product is certified Kosher and parve (contains no animal or dairy products) by Whole Kosher Services and may used all year round excluding Passover.

A fast-acting, cleaner/degreaser formulated with today's environment in mind. Citrus-Scrub does an excellent job of removing grease, oil, ink, fats, tar, adhesives, and other soils, yet contains no bleach, ammonia, phosphates, harsh acids, or alkalines. It's ideal for any washable, nonporous surface, and is especially recommended for degreasing equipment, motors, metal surfaces, concrete, and other hard floors. You can even use it on carpet (check label directions and always pretest first).

### Features & Benefits

- Uses all natural ingredients with a nice citrus smell
- Contains no bleach, ammonia, phosphates, harsh acids, or alkalines
- Concentrated for economical cost-in-use

### Item Number & Unit of Measure

Item Number	HIL0014306
Unit of Measure	1 gal Bottle

### Specifications

Color	Orange
Appearance	Clear to opaque
Fragrance	Citrus