MATERIAL SAFETY DATA SHEET

IDENTITY: #8637 VERY BERRY

SECTION I

Manufacturer Name: Shivashade 28 Rider Pl. Freeport, N.Y. 11520 Emergency Telephone Number 516-377-7770 Telephone For Information 516-377-7770 Date Prepared April 2007 Prepared By: Staff

SECTION II - HAZARDOUS INGREDIENTS / IDENTITY INFORMATION

			OTHER	PERCENT
Hazardous Components NONE	OSHA PEL	ACGIH TLV	LIMITS	OPTIONAL

SECTION III - PHYSICAL / CHEMICAL CHARACTERISTICS

SECTION IV - FIRE AND EXPLOSION HAZARD

Flash Point (Method Used): None Flammable Limits: LEL: UEL: Extinguishing Media: NA

Special Fire Fighting Procedures: NA

Unusual Fire and Explosion Hazards: NA

SECTION V #8637 Berry Enhance pg. 2

Stability Unstable [] Stable [X] Conditions to Avoid: None Incompatibility (materials to avoid): Do not mix with unknown chemicals Hazardous Decomposition or Byproducts: None Hazardous Polymerization May occur [] Will not occur [X] Conditions to Avoid: None

SECTION VI - Health Hazard Data

Route(s) of entry Inhalation? NO Skin? NO Ingestion? NO Health Hazards(Acute and Chronic): Although this product does not contain hazardous ingredients, contact may irritate eyes and skin and should never be ingested.

Carcinogenicity: NTP? NO (ARC Monographs)? NO OSHA Regulated? NO

Medical Conditions Generally Aggravated by Exposure: NONE

Emergency and First Aid Procedures: Eyes and skin - flush with water. If irritation persists, see physician. Ingestion - call physician.

SECTION VII - Precautions for Safe Handling and Use

Steps to Be Taken in Case Material is Released or Spilled: Flush or mop up. Waste Disposal Method: According to federal, state and local authorities Precautions For Storing and Handling: Keep from freezing. Other Precautions: None

SECTION VIII - Control Measures

Respiratory Protection (Specify Type): NoneVentilationLocal Exhaust:
Mechanical :Special:
Other:Protective Gloves: NAEye Protection: Goggles to prevent splashing
Other Protective Clothing or Equipment: None

Work Hygienic Practices: Wash thoroughly after handling.