

INFERNALMELT

Anti-icing / De-icing liquid

InfernalMelt - Standard Our standard product is an inexpensive clear liquid ice melter blended with 4 Chloride ingredients. It can be used for de-icing, anti-icing & pre-wetting of rock salt. As a de-icer *InfernalMelt* dissolves snowpack & ice faster than dry materials. When used for pre-wetting it reduces bounce and scatter of the rock salt. When used for anti-icing it helps prevent the bond between snow & ice and the pavement. *InfernalMelt* has been referred to as *liquid fire!* It has a low freeze point of **-36°F**.

InfernalMelt Organic Is our standard *InfernalMelt* liquid plus a brown colored environmentally friendly organic additive to give a residual effect to the product, essentially gluing the salts to the pavement or walk making it last longer on the surface, which means less subsequent application of ice melters. It has a freezing point of **-34F**.

InfernalMelt with Residucron Is our standard *InfernalMelt* plus *Residucron*, an environmentally friendly organic additive. The performance is the same as *InfernalMelt Organic* except *InfernalMelt with Residucron* is clear. The residual effect from the *Residucron* additive is like gluing the salts to the pavement or walk thus making it last longer on the surface, which means less subsequent application of ice melters. This is ideal for snow removal contractors who need long lasting ice melting power but can't have darker colored organics that may have a slight odor outside stores and offices. It has a freezing point of **-34F**.

InfernalMelt with Residucron Stockpile The stockpile version has twice the organic additive of the road ready material so that it sticks to the salt tenaciously and does not puddle at the base of your stockpile where it is wasted. You can add your own liquid dyes too.

- **Ready to go products that don't have to be mixed**
- **Clear or brown Organics available**
- **All *InfernalMelt* products have corrosion inhibitors added**
- **Super Hot melting power w/ sub-zero freezing points**