

# Rubber Tile & Sheet Chemical Resistance Chart

<u>Chemical</u>	<u>1 Hour</u>	<u>Chemical</u>	<u>1 Hour</u>
Acetic acid (concentrated)	SD 1	Kerosene	SD 1
Acetic acid (5%), white vinegar	0	Lighter fluid	SD 1
Acetone	SD 1	Methyl alcohol	0
Ammonium hydroxide, NH <sub>4</sub> OH (5%)	SD 1	Methyl ethyl ketone (MEK)	SA 1
Amyl acetate	SD 1	Methylene chloride	SA 1
Benzene	SD 1	Mineral oil, white medicinal grade	0
Betadine <sup>1</sup>	0	Mineral spirits	SD 2
Blood	0	Nitric acid (concentrated)	0
Butyl alcohol	SD 1	Nitric acid (5%)	0
Carbon tetrachloride	SD 1	Olive oil	0
Chloroform	0	Perchloroethylene	SA 1
Creosote	CC 2	Phenol disinfectant (5%)	0
Cresol	SD 1	Silver nitrate (5%)	CC 1
CRL (Calcium, Lime, Rust) Remover	CC 3	Silver nitrate (40%)	0
Dichloroethylene	0	Sodium hydroxide, NaOH (5%)	0
Dimethyl sulfoxide	SD 1	Sodium hypochlorite, bleach (5.25%)	0
Ethyl acetate	0	Sodium metasilicate	0
Ethyl alcohol	0	Sulfuric acid (concentrated)	0
Ethyl ether	0	Sulfuric acid (77%)	0
Formaldehyde (40%)	0	Sulfuric acid, H <sub>2</sub> SO <sub>4</sub> (5%)	0
Fuchsine	CC 1	Thimerosal	SD 1
Gasoline, unleaded	SD 2	Toluene	SA 1
Hydrochloric acid (concentrated)	CC 3	Tribasic sodium phosphate	0
Hydrochloric acid, HCl (5%)	SD 1	Trichloroethane	SA 1
Hydrofluoric acid (concentrated)	0	Trichloroethylene	SA 1
Hydrofluoric acid (5%)	0	Urine	0
Iodine	SD 1	Xylene	SD 1
Isopropyl alcohol	SD 1		
Isopropyl alcohol (70%)	0		

## Categories

\* SD: Surface dulling; Indicates that the specimen suffered from a loss of gloss

\* CC: Color change; Indicates that the specimen suffered discoloration or bleaching, or both

\* SA: Surface attack; Indicates that the specimen suffered surface damage such as softening, warping, swelling, blistering, peeling, raised or rough area

## Subjective category ratings

0 = no change

1 = slight change

2 = moderate change

3 = severe change

## Notes:

1. May be removed using Windex with Ammonia D.

\*\* Tested in accordance with ASTM F 925; chemicals exposed to tile surface for one hour and examined within 5 minutes of removal