

AEROSOL CAN CONTENTS

POSSIBLE CONTAMINANTS OF CONCERN

This WPS is for liquid waste from aerosol cans. Liquids generated from the aerosol can puncturing process may be flammable and/or toxic and may be hazardous waste or acutely hazardous waste, depending on the contents of the can and the gas involved.

CHARACTERIZATION

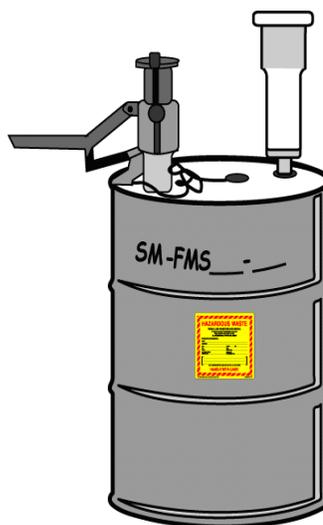
Liquids resulting from puncturing of aerosol cans will be managed as **hazardous waste**. The waste generated from this procedure will be collected in an appropriately sized drum beneath the functioning aerosol can puncturing equipment. The size of drum used should depend on the amount of cans punctured. A 30-gallon drum is recommended.

Contact the HWM to determine which aerosol cans may be vented into the same container. The most common aerosols are spray paints, solvents and lubricants.

NEVER vent ether, caustics or pesticides (including insecticides, fungicides, or rodenticides) in the same container as paints and lubricants. Also, DO NOT mix incompatible liquids together as this could result in an explosion.

CONTAINER MARKING/LABELING AND HANDLING PROCEDURES

1. Select an approved container. Maintenance shops with an aerosol can puncturing systems use a closed top UN/NA rated 30-gallon metal drum for accumulation. Drum must be clean and free from dents, bulges, excessive corrosion, and any previous markings or labels.
2. Mark the container with the **waste designator-facility ID-container no. code** as seen on the right (example for spent solvent mix). Maintain a Container Log in the vicinity of the container. **Make sure container is in an established SAA.**
3. Attach a Hazardous Waste label to the side of the container. Using an indelible marker, on the contents line, write the name of the waste stream. For example, **spent solvent mix**. Add facility EPA ID # and Waste Code D001. Other waste codes may apply depending on aerosol can contents, contact Hazardous Waste Manager for assistance.
4. Put waste in the container per the following instructions:
 - a. Don safety goggles.
 - b. Do not smoke or have an open flame.
 - c. Remove cap from can prior to insertion.
 - d. Insert aerosol can "nozzle end down."
 - e. Always lower and engage top plate.
 - f. Tighten lock knob against can being punctured.
 - g. Push handle down firmly.



5. Put waste in the container per the following instructions (Continued):
 - h. Wait 20 seconds to allow residual liquids to drain into drum before removing punctured can.
 - i. After removing can, lower sliding cover plate to seal collection drum.
 - j. DO NOT puncture ether, pesticides or caustics into this container.**
 - k. Drums must be grounded.
 - l. Ensure filter unit is in place.
 - m. Do not use on drum with less than 20-gallon capacity or headspace.
 - n. Always operate in a well ventilated area.
 - o. Change filter when saturated or as specified by the manufacturer every 3-6 months.
 - p. Recycle punctured cans as scrap metal.
 - q. Contact NGOH-IMR-ENV for proper disposal of spent filter and drum.
6. Document the number of cans punctured on the Waste Accumulation Log. It should take a long time to fill the drum. However, when the drum is full, mark the ASD on the label and move the container to the GAA within 72 hours.

TURN-IN PROCEDURES

1. Call your supporting FMS to arrange turn-in (Armories). Call NGOH-IMR-ENV to arrange turn-in (maintenance facilities). If SQG, make these arrangements early enough so that the waste will be taken offsite within 180 days of the ASD (one year for armories/units not co-located with an FMS).
2. Ensure the container is properly marked/labeled. Close and seal container.
3. Armories co-located with supporting FMS, complete a **Hazardous Material Turn-In Form**. Coordinate the physical transfer of material with the FMS.
4. Other armories and facilities, coordinate with NGOH-IMR-ENV for contractor pick-up.
5. After waste pickup, file manifest documents in the Hazardous Material and Waste Binder. Once the waste is treated and disposed, the final manifest documents will be posted to the FMS or unit eMS Home Page depending on final pickup location.