

A safe, easy-to-use, long-lasting, colloidal buffer that can be mixed with any EOS® emulsified oil product or used alone

Product Advantages

- Long-term pH adjustment
- Minimized risk of overshooting pH
- Can be combined with EOS® electron donors
- Ships in small containers
- · Easily diluted with water in the field





Experience you can rely on, Products you can trust™

Description

CoBupH_{Mg} is a premium colloidal suspension of alkaline solids providing long-term, slow release adjustment of pH in acidic aquifers to optimum levels for biodegradation and immobilization of some dissolved metals. CoBupH_{Mg}'s patented formulation provides:

- Equilibrium pH of ~10 in a 10:1 dilution (DI water:CoBupH_{Mg}), minimizing the risk of overshooting the pH by buffer addition
- Micron scale, negatively charged particles promote distribution from the injection point
- Can be used in combination with our emulsified oil products.

Chemical & Physical Properties

| Alkaline Colloidal Suspension Concentrate: CoBupHмg | <u>Typical</u> |
|---|----------------|
| Alkaline Buffer (% by wt.) | 45 |
| Dispersant (% by wt.) | 1 |
| Stabilizer (% by wt.) | 0.5 |
| Specific Gravity | 1.37 |
| pH (Standard Units) - 10:1 dilution (DI water: CoBupH _{Mg}) | ~10 |
| Mean Particle Size (µm) | 0.6 |
| OH- equivalence (eq. OH- per lb. CoBupH _{Mg}) | 7±0.5 |
| | |

Packaging

Shipped in 5-gallon pails (50 lbs.)

Handling & Storage

CoBupH_{Mg} is shipped as a ready-to-use concentrated suspension of alkaline solids that can be easily diluted with water in the field. CoBupH_{Mg} has a low viscosity and is amenable to pumping with commonly available pumps. Before dilution, agitate to ensure product is adequately mixed. Dilution ratios typically range from 1:1 to 4:1 (water: CoBupH_{Mg}) depending on site conditions; CoBupH_{Mg} injections should be followed with additional chase water to maximize distribution.

For best performance, use CoBupH_{Mg} within 60 days of delivery and store at a temperature of 40°F (4°C) to 100°F (38°C).