



Pro Rust Out



Pro-Rust Out chemically removes iron and rust build-up that coats the resin beds and fouls the softener. This iron build-up is not totally removed during normal regeneration of a water softener. Using Rust Out in a water softener will eliminate rust and foreign matter from the resin bed. This increases the life of the softener and reduces rust staining on household fixtures and other surfaces. Use regularly as preventative maintenance to ensure the softening and recharging efficiency of the softener's resin bed.

Applications

Water Softeners: Rust Out dissolves the iron in the mineral bed and is rinsed from the softener much the same as salt brine.

First Application: Dissolve 1 cup in 1/2 gallon cold water. Pour directly into brine well (softeners with no brine well, pour directly into salt tank when salt level is low). Manually regenerate softener. Repeat for heavily fouled unit.

Preventative Maintenance: Add 1/4 cup for every 40 lbs of salt added to brine tank. Layer to ensure a continuous dose with each regeneration.

General Purpose Cleaning: Dishwashers, dishes, glassware, white clothes or fabrics, and water softeners -- follow directions on the back of the package.

Part Number	Size of each Bottle	Quantity In a Case
PRO12N	24 oz	12
PRO65N	5 lb	6

Features and Benefits

Changes rust and iron into a clear solution that easily rinses away, and does not contain harsh or abrasive chemicals that can damage fiberglass, porcelain or acrylic finishes.

Multipurpose cleaner that out-performs the competition when it comes to removing tough rust stains from toilets, sinks, tubs, white clothes, water softeners, and exterior surfaces.

Rust Out's advanced formula contains more than 5 chemicals that are designed to clean and prolong the life of water softeners.

Technical Information

Rust Out is a white powered mixture with a sulfur odor. It is a reducing agent that chemically changes rust into a clear, soluble state that easily rinses away. [This change is: Fe₃ to Fe₂ (Ferric to Ferrous).]