

# WILDFIRE

## Fire Ant and Insect Dehydrator

**Form:** Powder

**Color:** White

**Odor:** Mild

**pH:** 6.6 at 20% in water

**Solubility (in water):** Partially miscible  
**(in mineral spirits):** No data available

**VOC Content (% by wt):** N/D

**Flash Point (Tag Closed Cup):** >200°F

**Specific Gravity:** 0.304 g/cm<sup>3</sup>

**Density:** 2.54 lbs/ft<sup>3</sup>

**Storage Stability (at 70°F):** 1 year

**Ingredients**

**C.A.S. #**

Pyrethrin.....	8003-34-7
Piperonyl Butoxide .....	51-03-6
Silicon Dioxide .....	7631-86-9
Petroleum Distillates, Hydrotreated Light .....	64742-47-8

**Ideal For Use Against...**

- **Fire Ants**
- **Cockroaches**
- **Termites**
- **Bees, Hornets, & Wasps**
- **Yellow Jackets**
- **Boxelder Bugs**
- **Carpenter Ants**
- **Mites**
- **Earwigs**
- **Ticks**
- **Spiders**
- **Lice**
- **Scorpions**

**And Many More...**

**DIRECTIONS: Fire Ants:** Sprinkle 2 tablespoons over fire ant mounds less than one foot in diameter and 3 tablespoons over mounds greater than one foot in diameter. For best results, apply when ants are active and avoid treatments in heavy dew or before rainfall. Do not disturb ants while applying this product. Do not water after application. Depending on the size of the mound, it may take up to one week to kill the fire ants. Therefore, wait seven days before reapplying WILDFIRE. Repeat application only if ants reappear. It should not be used as a barrier treatment. Treat new mounds as they appear.

**Cockroaches:** Distribute WILDFIRE at the rate of 1.5 ounces per 100 square feet of surface area. For severe infestations apply behind cabinets and walls, in crawl spaces and attics at a rate of 12 ounces per 1000 square feet.

**CONSULT PRODUCT LABEL FOR DETAILED DIRECTIONS**

HMIS®				NFPA®	
		Severe	4	Extreme	
Health .....	2	Serious	3	High	Health..... 2
Flammability .....	1	Moderate	2	Moderate	Flammability..... 1
Reactivity .....	0	Slight	1	Slight	Reactivity..... 0
Personal Protection .....	X	Minimal	0	Insignificant	Special Precautions.....None