



Technical Data Sheet

Product Code: A558GXX Revised Date: 5/01/2025

C&H 558G

Product Description

C&H 558G is an excellent non-chromated cleaner for use on all metals in grinding and deburring operations. C&H 558G is formulated with advanced in-process rust protection and anti-foam package.

Performance Features

- Particularly Suitable for Brass, Zinc, and Aluminum Die Castings, as well as All Ferrous And Non- Ferrous Metals And Plastics
- Removes Oils, Grease, Shop Soils, Rust Protective Films and Other Contaminants
- Keeps Media Free Of Contaminants
- Maintains Low Foam In Agitated Systems
- Protects Parts From Rusting And Corrosion During Processing
- Does Not Have The Tissue Irritating And Toxic Hazards of a Chromate Based Cleaner

Physical Specifications

Physical State	Liquid
Appearance	Clear Green
pH	9 - 10
Rinseability	Excellent

Equipment Requirements

C&H 558G is safe for use in all standard mass finishing systems. Operation of equipment should be done in accordance with the equipment manufacturer's instructions.

Product Make-Up

C&H 558G is a concentrated industrial cleaning and deburring compound. Dilute to specified strength concentrations.

Concentration and Application Methods

Cleaning and Deburring

Add .5 oz. to 4 oz. of 558G per gallon of water for a mass finishing solution. Rinse parts after finishing. For prolonged rust protection after deburring, use 577 in the rinse water for ferrous metal parts or 572 for aluminum parts, or dip parts into 585 water displacing rust preventatives after rinsing.

Safety and Handling

Read and understand this product SDS before handling.

Waste Treatment

Individual users should verify the nature of spent solutions to assure compliance with local, state, and federal regulations. Contact Seacole for specific details and/or further waste treatment recommendations.

Ordering Information

558G is available in 5-gallon pails and 55-gallon drums.



+1 (763) 582-1140 | +1 (800) 966-2909 | 13505 Industrial Park Blvd. Plymouth, MN 55441 | seacole.com

