Peracetic Acid 56I700310

10 - 6000 mg/L H_2O_2

Material

Reagents	Packaging Unit	Part Number
Peracetic Acid Buffer HP1	65 mL	56L741565
Peracetic Acid Indicator CL2A Tablets	Tablet / 50	56T002690
Peracetic Acid Indicator CL2B Powder	Powder / 20 g	56P014820
Peracetic Acid Titrant CL7	65 mL	56L056665

The following accessories are required.

Accessories	Packaging Unit	Part Number
Syringe, plastic, 20 mL	1 pc.	56A006501
Stirring rod and spoon	1 pc.	56A006601
Titration jar with cap, plastic, 125 mL, 125 mL	1 pc.	56A022001

Application List

- Food and Beverage

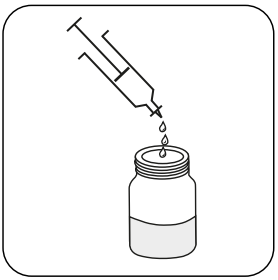
Notes

1. Colours may vary depending on sample and test conditions.

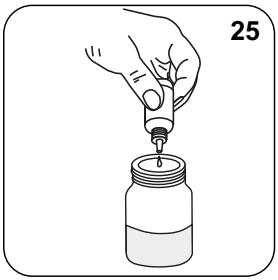
Sampling

Select the sample volume from the table according to the expected measuring range and read off the factor to calculate the result.

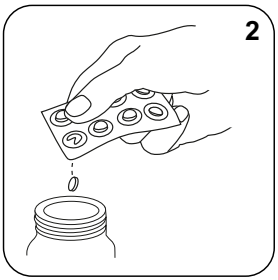
Expected Range	Titrant used	Sample Size	Factor
10-300 mg/L	Peracetic acid Titrant CL7	100 mL	10
200-600 mg/L	Peracetic acid Titrant CL7	50 mL	20
500-1500 mg/L	Peracetic acid Titrant CL7	20 mL	50
1000-3000 mg/L	Peracetic acid Titrant CL7	10 mL	100
2000-6000 mg/L	Peracetic acid Titrant CL7	5 mL	200



Attention! Select the appropriate sample volume according to the instructions in the chapter Sampling.



Add **25 drops Peracetic acid Buffer HP1**.



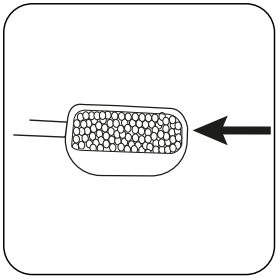
Add **2 Peraceticacid Indicator CL2A tablet(s)**.

Swirl to mix.

If H_2O_2 is present sample will be a **pale yellow to dark brown** colour.

Attention! Record the number of drops that will be added.
Note: Make sure to swirl the jar after adding each drop!

Add **x (Resultat A)** drops of **Peracetic Acid Titrant CL7** to give a **yellow** colour.

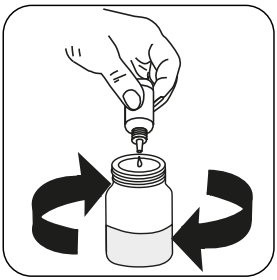


Add **a level measuring scoop Percetic Acid Indicator CL2B Power** .

Swirl to mix.

The sample will turn **blue** .

Attention! Record the number of drops that will be added.
Note: Make sure to swirl the jar after adding each drop!



Add drops of **Peracetic Acid Titrant CL7** until the sample is colourless **(Resultat B)**.

The color should persist for at least **30** seconds.

Calculate test result: H_2O_2 + PAA (as H_2O_2) mg/L = Number of drops CL7 (Result A + Result B) x factor (see table)