

The YES Company!!

SUPERCO

SPECIALTY PRODUCTS

DUEL  
TRIPLE PLAY

FLYING & CRAWLING

Sweet Smelling Flying  
& Crawling Insect Killer

KILLS FLIES, MOSQUITOES,  
GNATS, WASPS,  
FLYING MOTHS, ANTS,  
ROACHES, WATERBUGS,  
SILVERFISH AND CRICKETS

DUAL SYNERGIST INSECTICIDE

Product # 1027 Aerosol

FOR PROFESSIONAL USE ONLY  
CONSULT LABEL AND MSDS BEFORE USING.

DUEL TRIPLE PLAY FLYING & CRAWLING is a dual synergist insecticide designed to be equally effective on flying and crawling insects. This advanced formula feature a quick kill plus a 30 day residual effectiveness. This powerful product also has an added cherry fragrance that will not offend or alarm any one entering treated areas after use.



**ACTIVE INGREDIENTS:**  
 \*+<sup>o</sup>Resmethrin (5-(phenylmethyl)-3-furanyl) methyl 2,  
 2-dimethyl-3-(2-methyl-1-propenyl) cyclopropanecarboxylate..... 0.350%  
**OTHER INGREDIENTS:** ..... 99.65%  
**TOTAL**..... 100.00%

\* Cis/trans isomers ratio: max. 30%  
 (±) Cis and min 70% (±) trans

+ U.S. Patent Nos. 3,465,007 and 3,542,928

<sup>o</sup> Penick's SBP-1392® brand of resmethrin insecticide

Penick Corp., 1050 Wall Street West  
 Lyndhurst, NJ 07071

INGREDIENTS	CAS NUMBER
WATER	7732-18-5
PROPANE/ISOBUTANE	68476-85-7
RESMETHRIN	10453-86-8
POLYGLYCEROL	900748-1
FRAGRANCE OIL	(N/A)

2	HEALTH
1	FLAMMABILITY
1	REACTIVITY
A	PROTECTION

**Areas of Use Indoor:** In non-food areas of food-handling establishments, commercial, industrial, office, public institution and storage buildings, hotels, ship cabins and hospitals. In hospitals, remove patients before treating rooms. Ventilate for 2 hours after treatment before returning patients. Also for use in buses, automobiles and non-food areas of trucks, boxcars and ships cargo holds. Do not use on electrical equipment or on surfaces that can be harmed or stained by water. Also for use indoors in kennels and stables (Not for application if horses will be used for food).  
 Contact spray (kills and reduces infestation of cockroaches, crickets, silverfish, fleas, ants): Fill spray tank with product. Keep spray nozzle about 8 to 12 inches from surface to be treated. Adjust pressure and nozzle to deliver a coarse, wet spray. When possible, spray directly on pests to reduce infestations. Spray thoroughly into cracks, crevices, moist areas, openings around pipes and sinks, under refrigerators and other appliances, baseboards and storage areas. Apply spray until area is moist but avoid run-off. Repeat as necessary. Ants - To kill ants, spray trails, nests and points of entry within buildings. Spray ants when possible. Repeat as necessary. Fleas - Hold spray nozzle about 18" from area to be treated. Direct spray on resting area, animal bedding and

surrounding floor. Apply spray until area is moist. Spray entire inside surfaces of dog houses Repeat as necessary. Do not allow animals to contact treated areas until spray has dried. Remove or cover animal feed before spraying. Treat dogs, cats and horses with a registered flea control product before they re-enter the treated area.  
 Residual spray (aids in control of cockroaches, crickets, silverfish, ants): Kills for up to 4 weeks. Spray baseboards, cracks and crevices, around door and window frames, and other hiding places, such as closets, behind appliances, sinks, etc. In basements, spray into cracks and crevices, on lower walls, and in dark places. Apply as a course wet spray in a 4-6" band until area is thoroughly wet, but avoid run-off. Repeat as necessary. Space Spray (houseflies, mosquitoes, fruit flies, moths, gnats): Adjust pressure and nozzle to deliver a fine mist. Close all doors and windows. Point nozzle upward direct spray mist to all parts of the room, especially windows and other light sources which attract insects. Keep the spray nozzle at least 4 feet from fabric at all times to avoid wetting or staining. Fill the room with mist at the rate of 1 fl. oz. per 1,000 cu. ft. of space, then leave the treated area. Keep the room closed for at least 15 minutes Ventilate the room when treatment is completed and before re-entry.