



SUGGESTED FORMULA

Hydroquinone Mono Benzyl Ether (Monobenzone) 20% Cream

Version number: 1.0

Volume or quantity: 60 gm

Hydroquinone Mono Benzyl Ether, USP (M1506)	12gm
Propylene Glycol, USP (PR130)	XmL
Sodium Metabisulfite, NF (SO182)	0.3gm
Vanishing Cream Base (B1285)	QS 60gm

SUGGESTED COMPOUNDING PROCEDURES

Weigh all ingredients

1. Calculate the required amount of each ingredient for the total amount to be prepared
2. Accurately weight and/or measure all ingredients
3. Triturate the two powders together
4. Add sufficient amount of Propylene Glycol to form a paste
5. Further Triturate Step 4 until smooth
6. Using geometric dilution add Vanishing Cream Base and mix well
7. Process through ointment mill and/or electronic mortar and pestle to reduce grit if necessary
8. Package and label
9. Suggested Quality assessments:
 - a. color
 - b. texture
 - c. container
 - d. Label - auxiliary labels, storage, BUD, compounded medication

Store in light resistant air-tight container, at Controlled room temperature

Keep out of the reach of children.

For External use only

No claims are made as to the safety or efficacy of this preparation. This formulation is provided solely at the unsolicited request of the pharmacist.

Beyond-Use Dates of preparations are conservative estimates from reference books, peer-reviewed literature, and intended duration of therapy, formulation from commercially available products, organoleptic observations and current USP guidelines. Compounders may have stability studies performed by a reputable laboratory if they wish to extend the Beyond-Use Date. It is recommended that you follow USP <795> recommendations for potency testing.

Beyond-Use Date should be assigned based on the current USP <795> Standards

Precautions should be taken to prevent cross-contamination and exposure of ingredients to the compounder and contamination of the preparation by the compounder. Wear appropriate protective equipment. Use safety enclosures (hoods) when weighing and mixing.

6/18 JD
IJPC B215