

## **FORMOUSSE 200**

FORMOUSSE 200 of the FORMOUSSE range is a ready-to-use polyol, expanded with water, without CFC nor substitute. It is aimed to the molding of polyurethane foam parts, with an average density around 150 to 170 g/L and a hardness of about 25 Shore D or 80 Shore A.

The two-components system FORMOUSSE 200 - HARDENER MD has an excellent moldability. The resulting foam has a very thin cellular structure, a very good dimensional stability and a fast demolding time.



The resin/hardener mixing ratio is 100/100.



# Characteristics of the polymerized product

Hardness Shore D: approx. 25

Hardness Shore A: approx. 80

Density g/L: approx. 170

Expansion: x5.9

This system can be implemented either manually (mixed with an adapted mixer at 2.000 or 3.000 rpm), or with Low or High-Pressure machines.

#### Reactivity

If the temperature of the components is around 20°C, the foaming characteristics are the following:

PARAMATERS	DURATION*
Expansion start time	≈ 40 sec
Tack-free time	≈ 2 min 30
Demolding time	≈ 10 min
Full hardening time	≈ 24 h

<sup>(\*)</sup> measurements made at 20°C on 150 g of mixture

### Characteristics of the components

#### FORMOUSSE 200:

- Chemical basis: polyols polyether mix
- Expansion agent: H<sub>2</sub>O
- Color: transparent
- Viscosity at 20°C: 300 to 500 mPa.s
- Density at 20° C: 1 030 to 1 050 g/L
- Filler: none

#### HARDENER MD

- Description: 4,4' diphénylméthane diisocyanate based polyisocyanate (polymeric MDI)
- NCO rating (%): 30 to 31
- Density at 25°C: 1 235 g/L
- Flash point: > to 200° C
- Viscosity at 25°C: 200 to 230 mPa.s
- Color: brown, more or less dark depending on the batches
- Sediments: < to 0,1%.





## Storage and packaging

The products are guaranteed 18 months if they are stored between 15°C and 25°C in sealed drums in a dry place.

STORAGE	FORMOUSSE 200
Plastic drum, 2 kg	FRB 202
Plastic drum, 5 kg	FRB 205
STORAGE	HARDENER MD
Plastic drum, 2 kg	DMD 002
Plastic drum, 5 kg	DMD 005

## Customs' codes

FORMOUSSE 200	39072020
HARDENER MD	39093100

