## URS 2694(SHR)

## SUPER HIGH REBOUND POLYURETHANE CASTING SYSTEM

## 94 SHORE A

### DESCRIPTION

**URS 2694(SHR)** is a polyether based urethane casting system with an extremely high rebound and flex life. **URS 2694(SHR)** is recommended for high impact abrasive particles or continuous flex applications such as pump impellers, chute liners, discharge elbows, shock pads, etc.

## **FEATURES**

Outstanding Continuous Flex Life Extremely High Rebound Characteristics Excellent Low Temperature Properties -40 Deg F No MOCA or TDI Hand or Machine Processing

LIQUID PROPERTIES POL 10370B ISO 160A MIXED Appearance Amber Liquid Amber Liquid Amber Liquid Viscosity (cps) 1000 - 2000 (100 F) 100 - 500 (77 F) 800 - 1200 (100 F) 8.10 - 8.25 10.0 - 10.2 Density (lbs/gal) 8.65 8.85

#### PHYSICAL PROPERTIES

Hardness, Shore A Modulus, psi 100% 200% 300%	94 1280 1710 2230
Tensile Strength, Ultimate, psi	4740
Elongation, %,	510
Tear Strength "Die C" Ibs/in	495
Compression Set, Method B	17
Bayshore Rebound, %	49

# URS 2694(SHR) Cont:

## **PROCESSING PARAMETERS**

Melt and process Polyol 10370B at 100 to 150 degrees F.

Melt Isocyanate 160A if frozen at 100 degrees F., otherwise use at 70 to 85 degrees F.

Mold Temperature: 100 to 180 degrees F.

Mix ratio: 100 parts Polyol 10370B to 59.10 parts Isocyanate 160A by weight.

Degas mixture if possible or pre-degas Polyol in dispensing equipment prior to casting.

Pot life: (200g mass) (100 degrees F) 8 to 12 minutes.

Demold: 1 - 2 hours or 30 - 45 minutes with maximum process and mold temperature . Catalyst may also be used to shorten demold time.

Post Cure: 16-24 hours @ 140 degrees F.

## STORAGE

Systems should be stored unopened in air tight containers at 60-90 degrees F. Partially emptied containers should be swept free of atmospheric moisture with dry nitrogen before sealing.

#### HANDLING PRECAUTIONS

For complete and updated health and safety information, read the SAFETY DATA SHEETS. Do not handle or use until the SAFETY DATA SHEET has been read and understood.