

YELLOW PAINT – LOW TEMPERATURE WATERBORNE

TEST METHODS				Supplier Name				
				Ozark Materials		PolyMight International		International Stripping Products
				27251	27251A	10-3627	10-3629	DY08
TOLERANCE								
Hiding Power	CGSB 1-GP-71(14.7)	(m ² /l)	±10 %	3.05	2.85	2.89	2.97	3.03
Specific Gravity	ASTM D 1475	(25/25°C)	±0.050	1.509	1.477	1.49	1.70	1.517
Skinning	CGSB 1-GP-71(10.1)		NON	NON	NON	NON	NON	NON
Accelerated Storage Stability	ASTM D1309	(0-10)	±1	4 ²	4 ²	5	5	6
BYK Gardner Color Guide Model #6805	ASTM E313	Brightness	±5 %	49.43	48.53	50.64	50.02	52.74
		Yellowness (White)	±10%	86.2	83.85	81.64	81.01	82.14
Bleeding	ASTM D868, D969	(contrast)	±1	8	8	9	9	8
Abrasion Resistance	ASTM D968	(l/mil)	90 - 120 %	-	-	-	-	-
Abrasion Resistance	ASTM D4060	(mg)	90 - 120 %	105.6	102.8	95.2	94.3	183.0
Flexibility	ASTM D522	(mm)	±20 %	0	0	5.6	0	0
8.0Drying Time(minutes)	ASTM D1640	Set to Touch	±2 min.	3	3.1	1.7	2.3	1.8
	ASTM D711	Dry to Traffic *	±20 %	7.3	6.9	6.3	6.7	8.0
Viscosity	ASTM D562	(Krebs)	±5	75.4	77.4	87.2 ¹	84.6	79.7
Non-Volatile Content	CGSB 1-GP-71(17.1)	(% wt.)	±2 % (absolute)	77.0	77.3	77.4	77.1	76.4
Pigment Content	CGSB 1-GP-71(21.1)	(% wt.)	±2 % (absolute)	58.8	58.3	58.8	58.9	55.7
Non-Volatile Vehicle	CGSB 1-GP-71(19.1)	(% wt.)	±2 % (absolute)	18.2	19.0	18.6	18.2	20.7
Particle Coarseness	ASTM D185	(% retained 45 µm)	±0.3 % (absolute)	0.24	0.31	1.12	0.72	1.59
Fineness of Grind	ASTM D1210	(Hegman)	±1	6.0	6.0	8.0	8.0	7.5
Water Resistance	ASTM D870		±1	8F	8F	6F	6F	6D
Water Content	CGSB 1-GP-71(24.1)	(%)	±0.2 % (absolute)	22.4	22.2	22.8	23.4	24.6
Gloss	ASTM D523	(60°)	±3	2.0	1.8	1.9	1.8	2.4
Colour (Yellow)	CGSB 1-GP-12C	(505-308)	Match	Much Lighter	Much Lighter	Much Lighter	Much Lighter	Lighter
Six Month Settlement	ASTM D869	(0-10)	5 min	6	6	6	7	7
Flash Point	CGSB 1-GP-71(3.1)			-	-	-	-	-

* Dry to Traffic requirements are relative to the pre-qualified tender sample at the time of testing

Long dry times are expected when applying these formulations in colder temperatures (<10°C)

¹ Viscosity may be an issue

² Winter storage may be a problem