

TRUPOSOL® FRF

flame retardant fatliquor

Basis:	sulphited natural and synthetic fattening substances
Appearance:	red brown oil
Charge:	anionic
Active matter:	approx. 66 %
pH value(1 : 10):	approx. 6.5
Acid stability:	medium
Salt stability:	good
Light fastness:	excellent
Heat yellowing:	good

Properties:

TRUPOSOL FRF is an environmentally friendly flame retardant fatliquor.

TRUPOSOL FRF is particularly useful in assisting flame retardancy especially in chrome-tanned leather.

TRUPOSOL FRF is free from antimony and halogenated adducts.

TRUPOSOL FRF is of particular use in the production of automotive and aviation leathers which must meet the stringent demands laid down in terms of flammability.

Leathers fatliquored with **TRUPOSOL FRF** exhibit outstanding softness with a pleasant round handle, and in addition they show low fogging values.

The use of **TRUPOSOL FRF** in aviation leather will not increase the specific weight nor cause the resultant leather to become hard and intractable.

The fire retardancy of leather, in particular the burn length and afterglow time are strongly influenced by the thickness of the leather along with the tanning and retanning method employed.

In order to improve the flame resistant properties imparted to the leather by the use of **TRUPOSOL FRF** we recommend the addition of **RESISTOL® PFS** in the process.

Application:

TRUPOSOL FRF should be used alone as replacement for other fatliquors. The quantities to be utilised will vary between 8 - 14 %, based upon shaved weight.

Safety and storage:

When handling **TRUPOSOL FRF**, normal safety precautions associated with the handling of chemicals should be observed. For more specific details please refer to our safety data sheets.

TRUPOSOL FRF can be stored for up to 18 months, if temperatures below 5 °C and above 40 °C can be avoided. On prolonged storage or extremes of temperature **TRUPOSOL FRF** may exhibit some settlement which can be rectified by either warming and/or stirring the product thoroughly before use.