



TECHNICAL DATA SHEET

OBIC 1601

Polyurethane Repair/Patch Material

Description

OBIC 1601 is a two component, 1:1 by volume, 100% solids polyurethane elastomer specifically formulated for the repair of polyurethane and polyurea elastomers. It is highlighted by:

- Rapid curing to reduce production times and improves cost efficiencies
- Adheres tightly to the prepared surface area
- Provides a seamless, durable patch to existing containment system

Application Recommendations

- Ensure repair area is clean and dry.
- Abrade at least 2 inches of existing coating around the repair area, and solvent -wipe to clean. Allow to dry.
- Apply OBIC 1601 to the repair area. Be sure to stay within the abraded area. Allow to completely dry.
- Mix at a ratio of 1:1 by volume. Mix for at least 30 seconds.
- Apply to the repair area with brush, roller, or trowel, taking care to stay within the primed area. Minimum thickness should be equal to the thickness of the repaired lining.

Packaging, Storage & Shelf Life

Contact OBIC for available kit sizes. It should be stored in sealed containers between 60°F and 90°F. Shelf life is 12 months under normal conditions in factory sealed containers.

Component Properties

Property	Value
Gel Time	4-6 minutes
Cure To Touch	20 minutes%
Recoat Window	2 hours

Physical Properties

Property	Value
Hardness, Shore A/D, D-2240	90 A / 40 D
Tensile Strength, D-638	2,550 psi
Elongation, D-638	350%
Tear Resistance, D-624	280 pli
Abrasion Resistance (CS17 Wheels, 1000g, 1000 cycles), D-4060	25 mg loss

*Values obtained in laboratory setting for comparison purposes only and should not be considered specifications.

Safety

For industrial use only. Read and Review entire SDS prior to use. Basic safety for personal protection: Avoid contact with eyes and skin, splash shield or safety glasses with splash guard, do not inhale or ingest, wear respirator or fresh air hood, and spraying indoor requires forced ventilation.

For further detail contact an OBIC Technical Representative for application training.