

Water Immersion Test No. TP04

I. Scope

This test procedure is used to evaluate the ability of the paint/polymer system used for the TextureFoam system in resisting degradation when immersed in tap water..

II. Materials and Equipment

- a. Plastic container to hold parts and tap water.
- b. Plastic rack to separate parts such as a test tube rack which allows for spacing between test parts.
- c. Tap water.
- d. TextureFoam production coated parts with barrier coat and top coat.
- e. Scalpel or Sharp knife.
- f. Scotch cellophane tape #600, 1" wide.

III. Procedure

- a. Age finished parts for 1 week at room temperature (77 degrees F)
- b. Immerse at least one-half of the part in tap water at 77 degrees Fahrenheit for 24 hours. Randomly check parts at 1, 4 and 10 hours.
- c. Remove test specimens and dry with cloth or towel.
- d. Examine test parts for blisters between 5 and 15 minutes after removal and record observations.
- e. Twenty minutes after removal from tap water, cut through the coating with a sharp knife. The cut should be made the entire length of the test part over the areas that were and were not immersed in tap water.
- f. Apply test tape over the entire cut coating and press firmly to make sure tape is well adhered.
- g. Immediately remove the tape in a smooth quick pull at a ninety degree angle and record any loss of coating adhesion.
- h. Age the test part at room

IV. Report

- a. Report the paint/polymer coating appearance at the 5-10 minute period after part removal and after 12 hour recovery period on both part substrates.
- b. Report the size and amount of blistering using ASTM D714 as the reference..
- c. The paint/polymer coating passes if the size and quantity of of blistering is #6 few and less, adhesion is 3b or less and there are no other visual film defects.
- d. Compare test results to TextureFoam standard parts.

V. Results

- a. The parts tested passed. There were no blisters or imperfections on the TextureFoam samples tested. No color shift noted.