#### **PRODUCT INFORMATION**

# Stoner

## **Stoner**<sup>®</sup> M615 Polyurethane Release



## **Product Description**

**Stoner**<sup>®</sup> **M615 Polyurethane Release** is a versatile, silicone free release designed to release rigid foam and cast urethane. Also provides excellent results with in-mold coatings. The silicone free formula is compatible with many coatings resulting in less clean-up of parts.

#### M615 Polyurethane Release ADVANTAGES:

- More mold up-time due to low build-up.
- Less scrap due to non-silicone formula.
- Safer formula due to flash point about normal room temperature.
- Versatile release can often be applied with existing equipment.
- Better productivity due to clog free spraying.

#### Uses

**Stoner<sup>®</sup> M615 Polyurethane Release** is for molding these materials:

Rigid Foam

Cast Urethane

## **Direction for Use**

#### **Recommended Procedure**

Initially apply 2-3 light coats to assure even coverage. Release should wet mold surface but should not pool or drip when applied at the correct amount. After each part, apply a light touch –up coat, making surface damp but not wet.

**Cleaning:** Excess M615 can be removed by wiping off a warm tool or with a solvent based mold cleaner such as Stoner A497Non-Flamamble Cleaner or Stoner B510 Polyoff.

## **Storage and Handling**

Refer to MSDS for complete safety instructions. Use with adequate ventilation and keep away from sparks to other ignition sources. Wear gloves and safety glasses.

## Packaging

#### Stoner® M615 Polyurethane Release is available in:

- 5-gallon pails & 55-gallon drum Part # M615
- Totes available upon request

### **Technical Assistance**

Call: 800-227-5538 or 1 (717) 786-7355 Email: TimeSaver@StonerSolutions.com Visit: StonerSolutions.com

The information contained in this TDS is believed to be accurate and reliable. It is recommended that each user test the material and procedures prior to initial use. Nothing stated in this TDS is to be construed as a warranty either expressed or implied.

