

UPHOL CN

Low fogging fatliquor based on cold filtered deodourized fish oil - sulphited with antioxidants.

CHARACTERISTICS:

Appearance	: Brown Viscous Oil
Base	: Deodorized Bisulphited Fish Oil
Active Content	: 75 ± 1%
pH (1 : 10)	: 8.0 ± 0.5
Charge	: Anionic
Stability	: Excellent
Light Fastness	: High

UPHOL CN is based on specially treated bisulphited fish oil. It is nearly non-yellowing and the treated leathers are odourless, even after prolonged ageing. It penetrates through the whole cross section of leather in relatively short time and has excellent fibre substantivity.

Due to its high electrolyte stability, it can be added during rechroming, neutralization, prefat or during main fatliquoring. 1% - 2% addition during rechroming enhances the softness substantially. The treated leathers are characterized by their good softness and a rich surface feel. It has no adverse affect on aniline dyeings.

UPHOL CN shows good heat and light fastness. It is highly recommended for use in automotive upholstery leather production as it has very good reflectometric as well as gravimetric fogging values, too. Leathers made with **UPHOL CN** are full & soft, retain grain tightness and print definition even after milling.

EMULSION INSTRUCTIONS:

To the required quantity of **UPHOL CN**, or the fat mix, add 3-4 times the quantity of water at 60 - 70°C under constant stirring.

SUGGESTED APPLICATIONS:

a) Automotive Upholstery	Fatliquoring	8.0 % UPHOL CN 6.0 % Uphol UF 60 3.0 % Uphol L 29
b) Buffalo Upholstery	Fatliquoring	8.0 % UPHOL CN 4.0 % Nouvol LS 55 6.0 % Nouvol PK 2.0 % Luber SAS

The product may show separation on prolonged storage or under extremes of temperature. However, this can be rectified, in most cases, by mixing thoroughly by stirring before use. Under normal conditions the product has a shelf life, in the unopened original container, of approximately 1 year.

Note : Suggested formulations are only for guidance and necessary modifications must be made to achieve a particular result.

LIGHT-WEIGHT FATLIQUORS