



Bayblend® FR3000 BBS300

(PC+ABS) FR(40)

Covestro Deutschland AG

- (PC ABS)-Blend
- easy flowing
- Vicat/B 120 temperature = 103 °C
- UL recognition 94 V-0 at 1.5 mm
- no juicing
- good light stability

Rheological properties	Value	Unit	Test Standard
ISO Data			
Melt volume-flow rate, MVR	20	cm ³ /10min	ISO 1133
Temperature	240	°C	-
Load	5	kg	-

Mechanical Properties	Value	Unit	Test Standard
ISO Data			
Tensile Modulus	2650	MPa	ISO 527
Yield stress	64	MPa	ISO 527
Yield strain	3.9	%	ISO 527
Nominal strain at break	40	%	ISO 527
Notched Impact Strength (Izod), 23 °C	30	kJ/m ²	ISO 180/1A

Thermal Properties	Value	Unit	Test Standard
ISO Data			
Temp. of deflection under load (1.80 MPa)	85	°C	ISO 75-1/-2
Temp. of deflection under load (0.45 MPa)	95	°C	ISO 75-1/-2
Burning Behav. at 1.5 mm Nom. Thickn.	V-0	class	UL 94
Burning Behav. 5V at Thickness h	5VB	class	IEC 60695-11-20
Thickness tested	2.0	mm	-
Oxygen index	34	%	ISO 4589-1/-2

Electrical Properties	Value	Unit	Test Standard
ISO Data			
Relative permittivity, 100Hz	3	-	IEC 62631-2-1
Relative permittivity, 1MHz	2.9	-	IEC 62631-2-1
Volume Resistivity	>1E13	Ohm*m	IEC 62631-3-1
Surface Resistivity	>1E15	Ohm	IEC 62631-3-2

Other Properties	Value	Unit	Test Standard
ISO Data			
Water Absorption	0.4	%	Sim. to ISO 62
Humidity absorption	0.1	%	Sim. to ISO 62
Density	1180	kg/m ³	ISO 1183

Test specimen production	Value	Unit	Test Standard
ISO Data			
Injection Molding, melt temperature	240	°C	ISO 294
Injection Molding, mold temperature	80	°C	ISO 294
Injection Molding, injection velocity	240	mm/s	ISO 294

Processing Recommendation Injection Molding	Value	Unit	Test Standard
Pre-drying - Temperature	80	°C	-
Pre-drying - Time	4	h	-
Processing humidity	≤0.02	%	-
Melt temperature	240 - 270	°C	-
Mold temperature	60 - 90	°C	-
Zone 1	220 - 230	°C	-
Zone 2	225 - 235	°C	-
Zone 3	230 - 240	°C	-
Nozzle temperature	255 - 265	°C	-
Back pressure	5 - 15	MPa	-

Characteristics

Processing

Injection Molding

Special Characteristics

Flame retardant, Halogen-free, Light stabilized or stable to light