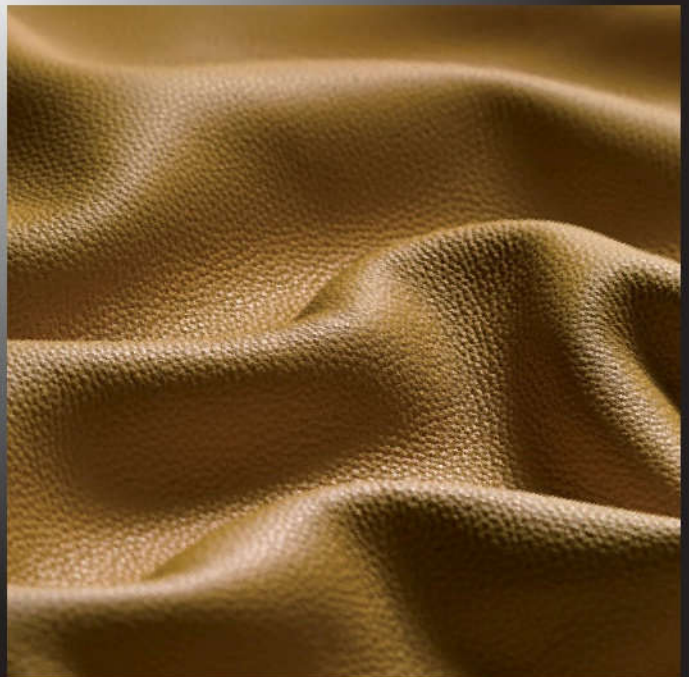
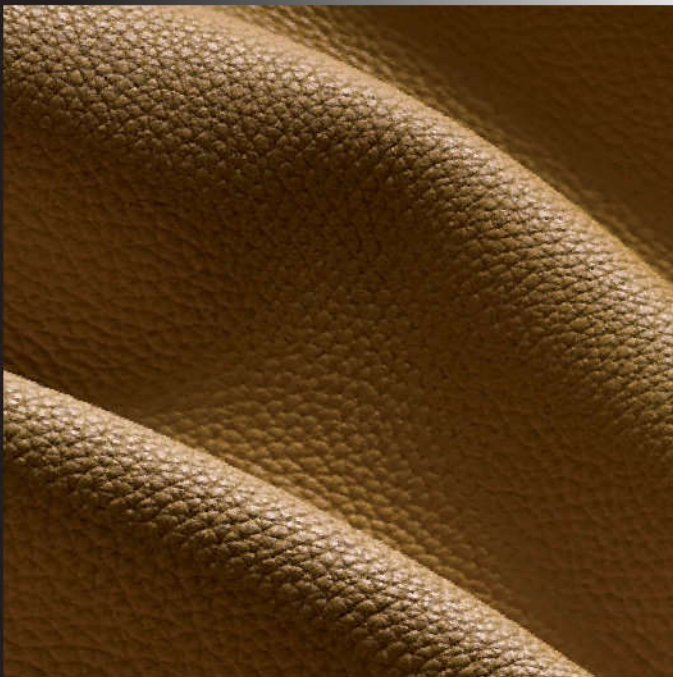


HANS REINKE

Möbelleder *Upholstery Leather*



Mondial

| pflegeleicht, robust

| *easy-care, hardwearing*

3.0

Mondial

<i>Technische Werte/ technical specifications</i>	<i>Meßmethode/ test methods</i>	<i>Werte/ values</i>
Dicke/ <i>thickness</i>		1,6 mm - 1,8 mm
Reibechtheit/ <i>rub fastness</i> trocken/ <i>dry</i> nass/ <i>wet</i> pH=8	DIN EN ISO 11640 500 cycles 200 cycles 50 cycles	5 grey scale 4 grey scale 4 grey scale
Dauerknickverhalten/ <i>flexion</i> 30.000 Knickungen/ <i>flexes</i>	DIN 53351	Keine Beschädigung/ <i>no damage</i>
Weiterreißkraft/ <i>tear strength</i>	DIN 53329	> 20 N/mm
Haftung der Zurichtung/ <i>adhesion of finish</i>	IUF 470 / ISO 11644	> 2,5 N/cm
Lichtechtheit/ <i>light fastness</i>	DIN EN ISO 105-B 02	> 5 blue scale
Brennbarkeit/ <i>flammability</i>	DIN EN 1021 Teil 1+2 ISO 8191-1 BS 5852 source 3 California TB 117 (Draft 02/02) ECE R 118.02 Annex 6,7 (DIN 75200/FMVSS 302)	
Narben/ <i>grain</i>	korrigiert/ <i>corrected</i>	
Hautgröße circa/ <i>average size</i>		5 m ²



8237 white heat



8503 saffron



8506 copper brown



8615 vanilla



8505 broom yellow



8511 brick



8495 ivory



8195 sahara



8059 rouge corail



8499 shell beach



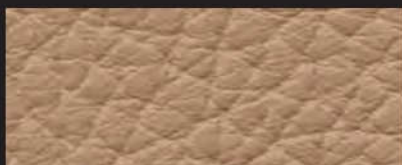
8497 red clay



8508 flame red



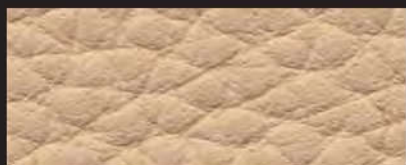
8951 ginger



8490 mohair



8509 rouge brun



8333 nature



8504 rouge vin



8251 copper antique



8498 camel



8239 cigar



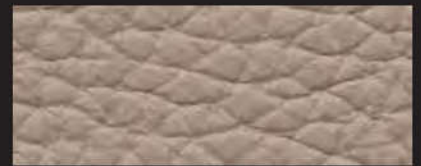
8496 pearl



8245 loam



8202 chestnut



8011 linen



8168 walnut light



8502 espresso



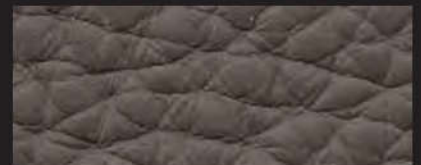
8233 truffle



8500 yellow balau



8507 walnut dark



8236 lava

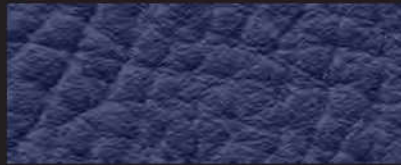


Mondial

Stärke 1,6 bis 1,8 mm / strength 1,6 to 1,8 mm



8153 graphit



8501 indigo blue



8510 ivy green



8001 teak



8060 dove blue



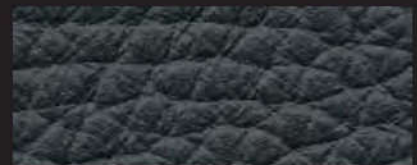
8058 fir green



8013 jet black



8513 navy blue



8512 black green



8252 black blue



Kollektionsmuster sind keine Urmuster. Kleine Farbabweichungen sind möglich.
Swatches are no master samples. Small differences may occur.