

66434 - MAT KIT, STATFREE T2 PLUS RUBBER, DISSIPATIVE, GREY, 0.060" x 30" x 60"

Features



- **Dissipative Dual Layer ESD Worksurface**

Provides a worksurface that does not generate a static charge and will control the discharge rate from all conductors (including ESD susceptible items) that are placed on the surface¹.

- **NEW Nitrile Rubber Oil Resistant Compound**

Improved material compound limits oil absorption to improve electrical and physical properties through the lifespan of the material. May be used in soldering applications with flux and other chemicals. Click Here for Chemical Resistance Chart (<http://www.desco.com/PDF/ChemicalResistanceChart.pdf>)

- **Dissipative (1×10^6 to $<1 \times 10^9$ ohms Rtt) Top Layer - Limited Lifetime Warranty (<http://desco.descoindustries.com/Warranty.aspx>)**

Meets ANSI/ESD S20.20 worksurface required limit and recommendation of ANSI/ESD S4.1 for contact with ESD susceptible items.

- **Conductive ($<1 \times 10^6$ Rtt) Bottom Layer - Limited Lifetime Warranty (<http://desco.descoindustries.com/Warranty.aspx>)**

Reduces the resistance to ground (Rtg) from the top of the surface to the groundable point ground and allows the material to be used with ESD workstation monitors.

- **Ultraviolet (UV) Stabilizer Additives (<http://descoesd.wordpress.com/2012/06/12/descos-statfree-t2-mats-outlast-the-competition/>)**

Stabilizes color retention, ensures ESD performance over time and eliminates surface layer deterioration resulting in cracking when the product is flexed.

- **Laser Engraved With ESD Protective Symbol, Specs, and Manufacturer Information²**

Identifies ESD protective product for control & auditing purposes.

- **Lead-free RoHS compliant**

- **Made in the United States of America**

This item is stocked in Canton, MA (<http://www.descoindustries.com/factories/camera.html?0>)

1. Worksurfaces mats must be properly grounded to remove ESD charges.

2. Additional lot coding information is marked on the bottom (black conductive) side of the material.