

Botron B3123 Technical Data Sheet



Overview:

Botron's Type T3+ Rubber three layer design provides excellent electricals, superior durability, comfort and support. It exceeds both EOS/ESD and department of defense requirements. Available in Blue, Gray, Green and Brown rolls as well as pre-cut table mats with hardware.

PROPERTIES

SPECIFICATIONS

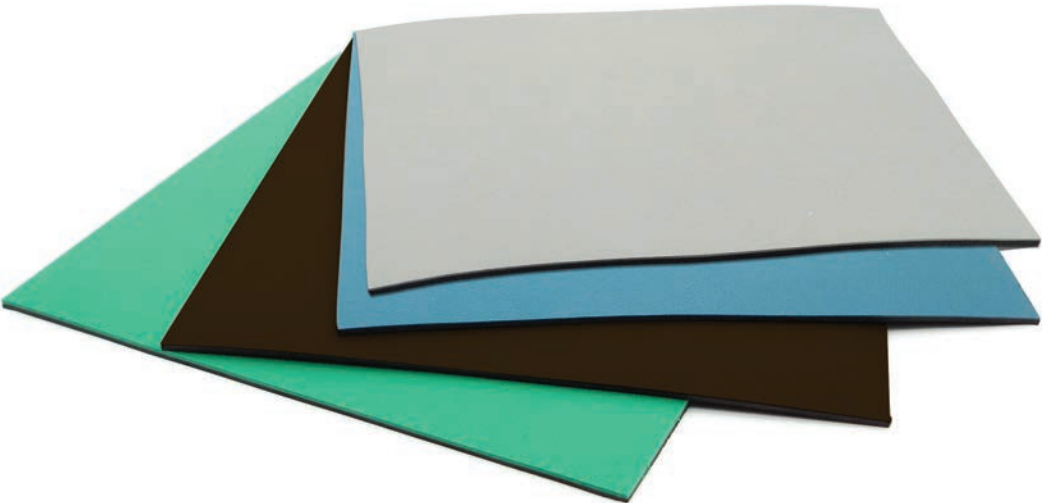
Material:	.120" Thick Rubber Construction Dissipative Top Layer Conductive Bottom Layer
Electricals:	Top Layer 10^8 Conductive Back Layer 10^4 RTT (Resistance Top to Top) $5.8 \times 10^7 - 6 \times 10^8$ Ohms RTG (Resistance to Ground) $5.2 \times 10^7 - 5 \times 10^8$ Ohms
Charge Decay Time:	5000 volts to 50v <0.01 Seconds
Colors:	Blue, Gray, Green, Brown
Meets Standards:	ANSI EOS/ESD S4.1 RTT ANSI EOS/ESD S4.1 RTG Fed Std 101 Method 4046

AVAILABLE APPLICATIONS

50' runners
Standard and Custom Cut Table Mats

Product Notes and Features

- Dual-Layer Design
- Superior Electricals
- Resistant to Hot Solder
- Conductive Bottom Layer
- Non-Skid Backing
- Reversible from Dissipative to Conductive
- Chemical and Abrasion Resistant
- Compatible with Constant Monitors
- Lead-Free RoHS Compliant



Botron Company Inc. | 21601 N. 21st Ave. Phoenix AZ 85027 | Ph# 623-582-6700 | Fax# 623-582-6776

Disclaimer. All statements of technical information are believed to be true and are based upon tests we believe to be reliable. The proper use and application for this product must be the responsibility of the user. The statements herein shall have no force or effect.

INSTALLATION

1. Remove mat from bag.
2. Attach 10' common point ground B9703 to 3/8" snap on mat.
3. Connect opposite end of wire to ground.
4. Check with your facility for building ground.

GROUNDING

All pre-cut mats come with attached snap and one B9703 common point ground. B9703 when properly setup will ground the mat and provide ground points for two workers via standard banana jack. For grounding rolls please see hardware (each mat will need a snap and ground to be effective).

PART NUMBERS

Blue ESD Mat

B3123 2' x 3' 3 layer blue mat w/snap and ground
B3124 2' x 4' 3 layer blue mat w/snap and ground
B3125 2' x 5' 3 layer blue mat w/snap and ground
B31304 30" x 4' 3 layer blue mat w/snap and ground

B31250 2'x 50' blue 3 layer roll
B31350 3'x 50' blue 3 layer roll
B31450 4'x 50' blue 3 layer roll
B313050 30" x 50' blue 3 layer roll

Gray ESD Mat

B3423 2'X 3' 3 layer gray mat w/snap and ground
B3424 2'X 4' 3 layer gray mat w/snap and ground
B3425 2'X 5' 3 layer gray mat w/snap and ground
B34304 30"X 4' 3 layer gray mat w/snap and ground

B34250 2' x 50' gray 3 layer roll
B34350 3' x 50' gray 3 layer roll
B34450 4' x 50' gray 3 layer roll
B343050 30" x 50' gray 3 layer roll

TESTING GUIDELINES

Botron recommends testing ESD mats with the following test equipment: B8582, B8572, B8563, B8560, BSRM6, BSRM10.

Using two 5lbs. weights, placing them approximately 18" apart, conduct the test according to the test equipment which you are using.

Conduct this test to achieve a reading for RTG (resistance to ground) and RTT (resistance top to top) respectively.

When using the BSRM6 and BSRM10, simply place on top of surface of mat and hold down test button to achieve a surface resistance reading.

*Please note, it is recommended to read the testing guidelines provided with the ESD Tester you are using.

Green ESD Mat

B3223 2' x 3' 3 layer green mat w/snap and ground
B3224 2' x 4' 3 layer green mat w/snap and ground
B3225 2' x 5' 3 layer green mat w/snap and ground
B32304 30" x 4' 3 layer green mat w/snap and ground

B32250 2'x 50' green 3 layer roll
B32350 3'x 50' green 3 layer roll
B32450 4'x 50' green 3 layer roll
B323050 30" x 50' green 3 layer roll

Brown ESD Mat

B3623 2'X 3' 3 layer brown mat w/snap and ground
B3624 2'X 4' 3 layer brown mat w/snap and ground
B3625 2'X 5' 3 layer brown mat w/snap and ground
B36304 30"X 4' 3 layer brown mat w/snap and ground

B36250 2' x 50' brown 3 layer roll
B36350 3' x 50' brown 3 layer roll
B36450 4' x 50' brown 3 layer roll
B363050 30" x 50' brown 3 layer roll