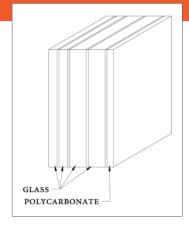


ARMOR-GARD® BALULN50



TECHNICAL DATA

• Nominal Thickness: 1.932"

- Thickness Tolerance: 1.799" / 2.065"

• Dimensional Tolerance: +/-.250"

• Weight: 23.95 lbs per SF

• Available Sizes: Up to 60" x 96"

• Light Transmittance: 70%

U-Value: .75SHGC: .56

• Shading Coefficient: .64

APPLICABLE STANDARDS

- UL 752 Level 7
- ASTM C 1349-04
- ASTM C 1036-06
- ASTM C 1048-04
- CPSC 16 CFR 1201 (Category I and II)



Innovative glazing solutions for ballistic protection

PRODUCT DESCRIPTION

ARMOR-GARD® BALULN50 GLASS-CLAD POLYCARBONATE GLAZING HAS BEEN TESTED AND CERTIFIED TO MEET UL 752 LEVEL 7 BALLISTICS PERFORMANCE.

PERFORMANCE

- UL 752 Level 7 UL Listed BP844
- HP White tested for three shots in an 8" diameter circle using 7.62 x 51 mm, 147 grain, AP, M61 ammunition. Witness panel .020 aluminum foil at 6.00" behind test specimen
- No Spall, No Penetration

GUIDE SPECIFICATION

Ballistic resistant glass where shown shall be Insulgard's ARMOR-GARD® BALULN50 glass-clad polycarbonate. Each unit for glass type ______ shall be BALULN50. BALULN Products are designed for applications where ballistics performance is primary and optical characteristics are secondary. Protected side of window is a mar-resistant polycarbonate with threat side a glass surface.

INSTALLATION

Follow recommended glazing installations as set forth in:

- Glass Association of North America Glazing Manual
- Glass Association of North America Sealant Manual
- Opening: Any size up to max sheet size
- Rabbet Depth: 11/4"
- Edge Engagement: 1"
- Edge Clearance: 1/4"
- Face Clearance: 1/8" each face

MAINTENANCE

ARMOR-GARD® glazing is a glass-clad polycarbonate that includes an exposed polycarbonate (plastic) on the interior surface of the makeup. It is **very important** to follow maintenance and cleaning instructions closely. To ensure the polycarbonate is not damaged, only approved cleaners and cleaning methods should be used. For complete maintenance and cleaning instructions, please contact Insulgard Security Products.

