









Material



Key

-  PUR foam
-  Polyamide (PA6) with steel inserts
-  Plywood
-  Aluminium
-  Aluminium - coated
-  Steel parts - coated

Materials

The way in which Calina is constructed allows the chair to be dismantled at the end of its working life in order to recycle most of the parts. A detailed list of the materials used follows:

Polyamide (PA6)

Properties: The flash point of the material lies at 400°C. The ignition temperature lies at 450°C. Thermal decomposition occurs when the part is subjected to a temperature of 350°C.

Recycling: Yes – the parts can be recycled.

System parts: Castors, glides

PUR foam

Properties: All PUR foam parts (polyurethane) in versions made of cold cured foam or integral foam are produced without any CFCs and are created by means of a polyaddition reaction of isocyanate and polyether polyol. This results in cellular material with elastic properties. Thermal decomposition takes place at a temperature of over 180°C, and the ignition temperature is between 315°C and 370°C.

Recycling: Yes, the parts can be sent for either materials or thermal recycling.

System parts: Backrest foam, seat foam

Steel parts – coated (resin)

Properties: The parts are of very high strength with regard to breakage, traction, torsion and bending. The level of strength is higher or lower, depending on the quality grade. The parts are corrosionresistant after electroplating. Epoxy resin powder is used to coat the parts. Thermal decomposition occurs when the part is subjected to a temperature of 1100 °C.

Recycling: Yes – the parts can be recycled.

System parts: Wire frame, flat tube frame, support plate, bolts, column, screws

Aluminium (pressure die casting) coated and polished

Properties: The alloy corresponds to the DIN 1725standard. Aluminium die casting has a high level of strength, is easily shaped and offers several finishing methods. There are different polishing levels as well as different epoxy resin powder coatings in an extensive range of colours.

Recycling: Yes – the parts can be recycled.

System parts: Five-prong base, support, Four-prong base

Plywood

Properties: It is composed of at least three layers of wood, whose fibres are glued and pressed at an angle of 90°. Direction-specific material properties such as swelling and shrinkage are homogenized via the board surface, the resultant material no longer expands or contracts to any significant degree – in contrast to solid wood; the wood is thus “locked”. The type, number and arrangement of the wood layers produce the board structure and its specific stability properties.

Recycling: Yes – the parts can be recycled.

System parts: Seat board, backrest

Cover materials

Properties: Detailed information on the composition of materials can be found on the respective fabric and leather cards.

Recycling: Yes – some of the unblended cover fabrics made from natural fibers can be returned to the suppliers. There, the covers are shredded and reused to produce new fabric. Cover fabrics made from synthetic materials can be recycled. The methods used to tan and dye the leather covers allow them to be composted without problem.

System parts: Cloth and leather covers, padding

Additional information – connections

Calina is made from a large number of single parts. The parts are all mechanically joined (= can be dismantled, detached). These plug-in and screw connections allow the different types of material to be separated when the chair is dismantled.

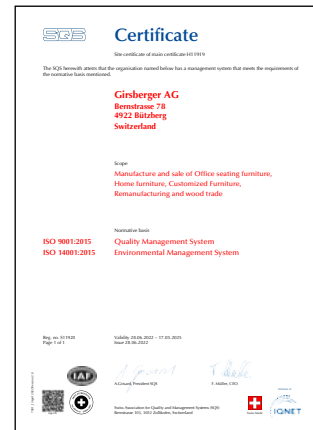
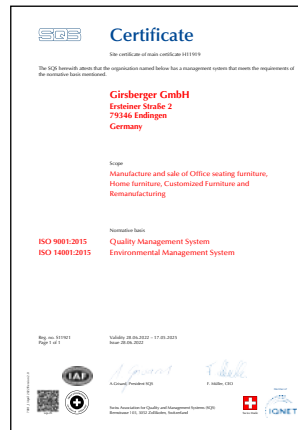
Certificates

Quality

Girsberger has extremely high quality assurance standards and is certified according to DIN EN ISO 9001.

Environment

Since 2007, Girsberger has operated an environmental management system certified to the EN ISO 14001 standard, which obliges us to continually improve our environmental performance. All materials used for the Calina model series can be sorted into material types and recycled.



mail@girsberger.com
www.girsberger.com