

Melos®Infill EPDM

Environmental and Human Compatibility

Melos® EPDM infill granules for artificial turf and derived product variants (Infill Bionic Fibre, Infill Cool Plus, etc.) are premium products developed especially for use in artificial turf pitches.

The Melos infill granules are produced from high-quality EPDM rubber, colour pigments without aromatic compounds or carbon black as filler. Because these are **new goods**, Melos GmbH can influence the material composition directly as well as its optimum environmental and health properties. *Melos EPDM granules are not impacted by ongoing debate in relation to Polycyclic Aromatic Hydrocarbons (PAHs).*

Melos EPDM granules are new goods that are aimed specifically at direct contact with athletes and players in terms of development and production. The infill granules therefore fulfil the EN 71-3 toy standard, for example, and in terms of PAK values fall partly below the detection limit and well below the legally prescribed limits.

EPDM infill granules are elastic materials that fulfil the strictest standards both in terms of sports-specific properties and with respect to requirements for protecting people and the environment. Our products have already been used successfully in artificial turf pitches for more than ten years and are progressively developed on an ongoing basis.

The stricter requirements under the REACH Regulation for rubber products (EU 1272/2013, including the revision introduced on December 27, 2015) are likewise fulfilled by the Melos EPDM infill granules.

The Melos GmbH infill granules are certified under the RAL seal of approval. The production processes and (pre-) products are therefore externally monitored on a regular and unannounced basis by an independent quality association and tested for their consistency and uniformity. All tests and approvals referred to are performed and verified by accredited laboratories and testing authorities and can be requested from Melos GmbH if required.

Melle, 13 October 2016 Melos GmbH

Product Management