



Standard Test Methods for Transmitted Shock Characteristics of Foam-in-Place Cushioning Materials¹

This standard is issued under the fixed designation D4168; the number immediately following the designation indicates the year of original adoption or, in the case of revision, the year of last revision. A number in parentheses indicates the year of last reapproval. A superscript epsilon (ϵ) indicates an editorial change since the last revision or reapproval.

1. Scope

1.1 These test methods determine the shock-absorbing characteristics of foam-in-place packaging materials.

1.2 *Test Method A* uses a free-fall package drop test apparatus.

1.3 *Test Method B* uses a shock-test apparatus.

1.4 The values stated in inch-pound units are to be regarded as standard. The values given in parentheses are mathematical conversions to SI units that are provided for information only and are not considered standard.

1.5 *This standard does not purport to address all of the safety concerns, if any, associated with its use. It is the responsibility of the user of this standard to establish appropriate safety and health practices and determine the applicability of regulatory limitations prior to use.*

2. Referenced Documents

2.1 *ASTM Standards*:²

D996 Terminology of Packaging and Distribution Environments

D3332 Test Methods for Mechanical-Shock Fragility of Products, Using Shock Machines

D5276 Test Method for Drop Test of Loaded Containers by Free Fall

D5487 Test Method for Simulated Drop of Loaded Containers by Shock Machines

3. Terminology

3.1 General definitions for packaging and distribution environments are found in Terminology **D996**.

3.2 *Definitions*:

¹ These test methods are under the jurisdiction of ASTM Committee **D10** on Packaging and are the direct responsibility of Subcommittee **D10.13** on Interior Packaging.

Current edition approved April 1, 2015. Published May 2015. Originally approved in 1982. Last previous edition approved in 2008 as D4168 – 95(2008) ^{ϵ 1}. DOI: 10.1520/D4168-95R15.

² For referenced ASTM standards, visit the ASTM website, www.astm.org, or contact ASTM Customer Service at service@astm.org. For *Annual Book of ASTM Standards* volume information, refer to the standard's Document Summary page on the ASTM website.

3.2.1 *acceleration*—the rate of change of velocity of a body with respect to time, measured in inches per second per second (metres per second per second).

3.2.2 *velocity*—the rate of change of position of a body in a specified direction with respect to time, measured in inches per second (metres per second).

3.3 *Definitions of Terms Specific to This Standard*:

3.3.1 *equivalent free-fall height*—the calculated height of free fall in a vacuum required for a falling body to attain a measured or given impact velocity.

3.3.2 *foam-in-place cushioning material*—a material that is formed by dispensing chemical components which react and expand to produce a foam cushioning material in a container or mold.

3.3.3 *free rise core density*—the density of a foam sample taken from the interior of a bun of foam (without skin) that was produced under unrestricted (free-rise) conditions in pounds per cubic foot (kilograms per cubic metre).

3.3.4 *static loading*—the applied mass in pounds (kilograms) divided by the area, measured in square inches (square metres) to which the mass is applied in pounds per square inches (kilograms per square metre).

3.3.5 *velocity change*—the sum of the impact velocity and any rebound velocity.

3.4 *Symbols*:

3.4.1 *g*—symbol for the acceleration due to the effects of the earth's gravitational pull. While somewhat variable, it is usually considered a constant of value 386 in./s/s (9.8 m/s/s).

4. Summary of Test Methods

4.1 The test methods consist of using the cushioning material to be tested to support a weighted test block inside a package. The complete package is subjected to drops or controlled shocks and the accelerations transmitted to the test block are measured.

4.2 Either Test Method A or B may be used. However, the two methods will not necessarily give the same result.