

# Expanded Automotive Materials Testing in Queretaro, Mexico

UL's new laboratory in Queretaro, Mexico, opening in mid-2022, offers product safety and performance testing for the Mexico market and around the world.

Located in the Kaizen Industrial Park complex and adjacent to the Queretaro International Airport, the new laboratory sits within one of Mexico's leading manufacturing hubs. With Mexico [ranked as one of the world's top exporters](#) in the automotive industry, the new laboratory will have dedicated UL experts and customized equipment to provide automotive materials and components testing.

## Why UL?

UL is the global safety science leader. We deliver testing, inspection and certification (TIC), training and advisory services, risk management solutions and essential business insights to help our customers, based in more than 100 countries, achieve their safety, security and sustainability goals. Our deep knowledge of products and intelligence across supply chains make us the partner of choice for customers with complex challenges. The development of the Queretaro laboratory builds upon UL's three decades in Mexico. Our well-established engineering and customer service capability in Mexico City and engineering team in Queretaro make us a partner of choice to fulfill your automotive needs.

[Learn more at UL.com/AutomotiveMaterials](#) or [contact us](#).

### Service type

### Service name

### Service highlight



#### Environmental Testing

Weathering, Thermal Cycle, Climatic Aging, Infrared Radiation (IR), Corrosion, Humidity

We have the capability to test interior and large automotive body parts.



#### Mechanical Testing

Tensile Strength, Impact, Compression, Ball Indentation, Flexural Test, Vibration, Mechanical Shock

The new laboratory in Mexico provides fast turnaround time (TAT) and in-house technical experts.



#### Durability Testing

Life cycle test for automotive components

We can custom-design test setups to fit your specific requirements and needs.

## Empowering Trust<sup>®</sup>

