



THE ORIGINAL COLOR CHIPS WATERBORNE EPOXY FLOOR COATING WITH URETHANE CLEARCOAT APPLICATION INSTRUCTIONS

Prior to painting your floor: PERFORM A MOISTURE TEST If you sometimes see tiny crystals or white powder on your floor, this is moisture migrating through the concrete, which will often cause peel up of any kind of coating you apply. **TO PERFORM A MOISTURE TEST:** put a rubber mat on the floor or tape down a 3 by 3 ft (or so) sheet of plastic. Wait overnight. If water collects between it and the floor there is a moisture problem and any floor paint will probably not cure/dry properly. If the Water Test fails, please contact us regarding further options.

PERFORM THE SEALER TEST If your concrete has been treated with some sort of cement sealer no epoxy will stick to it. **TO PERFORM THE SEALER TEST:** pour water on the cement. It should soak into the cement in a reasonable time. If it beads up or just sits there for a long time, the concrete has been sealed or could be grease-or-oil contaminated. The Etch 'N' Clean solution will not cut through a sealer. The floor must be grinded or shot blasted to cut through the sealer.

PATCHING: Patching of pits and cracks is an optional step. Patch all pits and cracks by utilizing a concrete patching compound prior to using the Etch 'N' Clean solution. Use a self-leveling sealant if you wish to fill in expansion joints, etc (optional). Fillers must dry overnight before applying the acid wash solution.

SURFACE PREPARATION: Concrete Surfaces: No matter how new OR clean the concrete is, it will need a rough textured surface in order to achieve maximum epoxy adhesion. The rougher the better. Etching opens up the pores of the concrete to allow the epoxy to sink into the floor, thus allowing the base coat to adhere securely. Roughen slick concrete as well remove any oil, grease, and dirt by utilizing *The Original Color Chips* Etch 'n' Clean Solution. The Etch 'n' Clean will provide both the cleaning and the profiling (roughening the surface) in one operation. After diluting the etch 'n' clean 1 gal of water to 1 gal of solution. Pour uniformly onto surface and scrub into the pours of the concrete with a stiff bristle broom. Wait 7-10 minutes. Triple rinse **thoroughly** with water (power washing is ideal) and allow to dry a minimum of 10 hours. Remove loose aggregate by sweeping. All surfaces must be sound, dry, clean and free of oil, grease, dirt, mildew, form release agents, curing compounds, efflorescence, loose and flaking paint and other foreign substances prior to applying basecoat.

Applying epoxy on Wood – Wood surfaces must be double-coated. Prime with basecoat epoxy reduced one-half pint per gallon with water. (this will soak into the wood thus creating a bonding agent for your second-layer of basecoat.)

Previously Painted Surfaces: The waterborne components of this product generally allow use over most old coatings. Old coatings should be tested for lifting. If they lift, remove them. Wash to remove contaminants. Rinse thoroughly with water and allow to dry. Dull glossy areas by light sanding. Remove sanding dust. Remove loose paint. **DO NOT USE ETCH 'N' CLEAN ON PREVIOUSLY PAINTED SURFACES, SIMPLY SAND THE SURFACE, CLEAN WITH TSP.**

BASECOAT MIXING INSTRUCTIONS: Slowly add Basecoat Part B to Basecoat Part A in a 1:1 ratio. (entire half-gallon to half-gallon). Stir thoroughly and scrape sides of can to ensure thorough blending. Allow the mixed material to stand 45 minutes at temperatures below 70°F (21°C) before use. Above 70°F (21°C) allow 30 minutes induction time. Always restir before use. Mixed material is usable for six to eight hours.

APPLYING YOUR BASECOAT/CHIPS: Do not apply over wet surfaces or under very humid conditions where condensation or fog could settle on the coating during the cure process. The epoxy can be applied by brush, roll or spray. For roller application, use clean medium nap synthetic roller (new rollers must be free of loose fibers). A good quality 1/2 inch nap roller is recommended). Brushing is best reserved for small areas of "cutting in". Do not apply when surface or air temperature is below 50°F (10°C).

Start Painting: After material is thoroughly mixed, Start Painting in the corner furthest away from the exit of the room. Use a brush to cut in along the walls, use a roller to roll material on floor surfaces away from the wall. After painting approximately 6 feet from the starting point you should begin to apply the chips. Chips are applied by tossing them upward toward the ceiling allowing them to float down into the wet basecoat. (we recommend a "basketball-shooter" style dispersion) Continue painting approximately 6 foot wide sections and tossing chips until entire floor is complete. Note: be careful not to drop chips in handfls directly down onto floor, once chips are placed they cannot be moved. **Coverage:** Apply at 220-250 sq. ft./gal. or 5.0-7.0 mils wet (2.0-3.0 mils dry) on smooth, surfaces. **Dry Time:** Application temperature range is 60°-95°F. At 77°F (25°C) dries to touch in two hours and to recoat overnight.

Non-skid Application: Surfaces coated with high-gloss epoxy may become slippery when wet. For additional slip resistance in areas of pedestrian traffic, use the Non-Skid Additive. While applying your color chips, apply into the **wet** basecoat or use in clearcoat by rolling forward, sprinkling, then backrolling over once again.. Be sure **not** to apply non-skid in a high-concentration. Sprinkle at 1 can per 500 square feet or more, using the easy sprinkle can.

URETHANE TOPCOAT APPLICATION: Urethane is a flammable liquid and produces flammable vapor upon mixing. **USE ONLY WITH ADEQUATE VENTILATION.** (cross ventilation is ideal) Extinguish any source of flame like pilot lights prior to application. Do not smoke around.

Once your ready to apply the High Performance Urethane Clearcoat (waiting overnight for the basecoat to efficiently cure), mix Part A (1 gallon can) and Part B (1/2 gallon can) together (equals 1 and 1/2 gallons) in a separate pail. Mix continuously for several minutes until a smooth consistency is achieved. You can immediately start the application. We recommend a good 3/8" nap roller. Material will go on crystal clear so using a reflection/glare of wet material is a good way to see where you have applied the product. Smooth out any visible clumps of clear coat. You can apply this product thicker if desired. Recommended coverage is between 400-500 square feet per kit. Pot life of material once mixed is about 3 hours.

Dry Time: Dries to light foot traffic on concrete floors in 14-24 hours. You can move heavy items on it in 36-48 hours. **Full cure for vehicle traffic in seven days.** Low temperature, high humidity, thick films or poor ventilation will increase these times. **Clean-up:** Clean hands/brushes, etc with Xylol Xylene.

HELPFUL HINTS: Be sure to apply the basecoat material at 220-250 square feet per gallon. Be sure to have enough chips to do entire surface. (1 lb/bag per 250 square feet for Light sprinkle, 2 bags per 250 square feet for medium sprinkle, etc) When applying topcoat walk on previously applied chip/basecoat with clean shoes or socks only, any dirt or debris tracked on to chip/ basecoat will be sealed in by application of clear topcoat. Throw chips upward *not* downward. A second person may apply chips in conjunction with the first person rolling the basecoat. Once you mix the product you only have 6 hours to work with it before it hardens. **We usually recommend a three day process: Day 1: etch and clean the surface Day 2: apply your base coat and chips, and Day 3 roll on your top coat. Or wait 6 hours after applying basecoat to apply topcoat.**