



THE ORIGINAL COLOR CHIPS **WATERBORNE EPOXY FLOOR COATING** **APPLICATION INSTRUCTIONS**

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 or mechanical surface preparation. Use a self-leveling sealant if you wish to partially fill in expansion joints, etc (optional – not recommended filling in completely, this will allow the slab to expand and contract as temperatures change). By cleaning out the expansion joints and partially filling them with a sealant, it will give your floor a clean line to paint the epoxy into. Fillers must dry overnight before etching.

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 has the ability to provide both the cleaning and the profiling (roughening the surface) in one operation. After diluting etching solution with water (*1 gallon of etch to 1 gallon of water*). Pour uniformly onto surface and scrub into the pores of the concrete with a stiff bristle broom. Wait 7-10 minutes. (no longer) Triple rinse **thoroughly** with water (power washing is ideal) and allow to dry a minimum of 8 hours. Remove loose aggregate by sweeping and vacuuming. 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. See reverse for tutorial on etching successfully. **Applying epoxy on Wood** – Wood surfaces must be double-coated. Prime with basecoat epoxy reduced one-half pint per gallon with water or a waterborne epoxy primer. (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. If no lifting, lightly sand the surface and clean with TSP (Trisodium phosphate) or substitute. **Priming: Optional** - For best results, apply a primer coat prior to your basecoat epoxy. Since each concrete slab will soak up the material differently depending on the porosity, a primer coat will sink into concrete to provide adhesion, while the next coat of basecoat epoxy will lay on top to provide uniform sheen and thicker build.

BASECOAT MIXING INSTRUCTIONS: Slowly add Basecoat Part B to Basecoat Part A. Stir thoroughly and scrape sides of can to ensure thorough blending. Always restir before use. Mixed material is usable for the duration of the potlife (2 hours). Application temperature: 55-90 degrees F with relative humidity below 75%.

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 3/8" inch nap roller is recommended. Brushing is best reserved for small areas of "cutting in".

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. Sprinkle only a pinch at a time to avoid clumping. Using spike shoes (or golf cleats) you can sprinkle the chips with much more accuracy because you can walk over the wet epoxy and disperse. You can paint in 250 sq/ft areas at a time, then walk back out onto the wet epoxy (using spike shoes) and disperse your chips evenly. If you do not have the spike shoes, Continue painting approximately 6 foot wide sections and tossing chips until entire floor is complete. Note: be careful not to drop chips in handfuls directly down onto floor, once chips are placed they cannot be moved, but they can be painted over and re-sprinkled. **Basecoat 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 55°-95°F. At 77°F (25°C) dries to touch in 5 – 8 hours and to recoat in 7 – 10 hours.

CLEAR TOPCOAT APPLICATION: If you are using WBC-510 Waterborne Epoxy Clearcoat: Once your ready to apply topcoat (waiting for the basecoat to efficiently cure), mix Part A and Part B together (equals .75 gallons). Mix thoroughly. Be sure to roll one **even** coat of Crystal Clear topcoat to entire surface to be coated (we recommend a good 3/8" nap roller). Material will go on as a milky white (may even look like white paint) and dry Crystal Clear. Smooth out any visible clumps of clear coat. 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. **If you come to the end of your floor and you still have clearcoat left over do not use the mixed material to add thickness to the layer you just put down. Discard unused material (if mixed).** Applying Clearcoat overtop of itself without waiting for the first layer to sufficiently cure may cause curing problems. If you do decide to double coat the clear top coat, please allow at the **minimum** of 14 hours for the first layer to cure before attempting a second coat. (heavy or full broadcasts of chips may call for a double layer of clear coat, though the more chips you use the more skid resistance you give your floor so it is completely user preference). **If you are using HPU-747 Urethane Clearcoat:** The application is very similar to the WBC-510 Clear coat, except the materials starts clear when mixed and ends clear. Also, the HPU 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. Urethane solventborne and is not recommended for basements or confined interior spaces.

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 painting your Clearcoat; roll forward, lightly sprinkle non-skid grit, then backrolling over once again. Be sure **not** to apply non-skid in a high-concentration. Sprinkle at 1 can per 500+ square feet, using the easy sprinkle can **Dry Time:** Dries to light foot traffic on concrete floors in 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 immediately after use with warm, soapy water. Rinse pumps and hoses with xylene after cleaning.

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.