



# Deluxe WB Epoxy Floor Coating Kit

PREP + WB PRIMERCOAT + WB BASECOAT  
COLOR CHIPS + HPU URETHANE CLEARCOAT

**PATCHING:** Patching of pits and cracks is an optional step. Patch all pits and cracks by utilizing a concrete patching compound prior to etching the concrete and allowing to fully cure. Use a self-leveling sealant if you wish to partially fill in expansion joints to achieve a cleaner look, but filling the "saw cuts" completely is not recommended simply because they are there for a purpose and it is very difficult to hide them completely. Fillers must dry overnight before etching or cleaning the concrete.

**SURFACE PREPARATION:** 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. Mechanical Preparation (diamond grinding or shot blasting) is the best way to efficiently profile the floor. However, Acid etching works well too. 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 can 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 pores 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.

**OTHER SURFACES – Wood surfaces** must utilize the primercoat. (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 (chemically or mechanically). Wash to remove contaminants. Rinse thoroughly with water and allow to dry. Coatings that are not lifting, simply dull glossy areas by light sanding. Remove sanding dust. Remove loose paint, and clean with TSP (Trisodium phosphate).

**PRIMER COAT:** Several different types of primers will work well in an epoxy floor coating system. The reason for a primer application is so that one coat can sink deep into the substrate so the second coating can lay on top providing uniform coverage and sheen. Mixing the primer: Slowly add converter to Pigment (Component A). Stir until thoroughly mixed. Allow 30 minutes at 60°-80°F (16°-27°C) reaction time. Stir again before using. Mixed life at 60°-80°F (16°-27°C) is eight hours. Higher or lower temperatures will vary the mixed life. Apply at around 250-275 sq. ft./gal. Actual coverage may vary depending on substrate and application method. Use clean short nap roller (3/8" - new rollers must be free of loose fibers). Brushing is best reserved for edging and areas of "cutting in".

**APPLYING SUBSEQUENT COATS:** You must be sure that all of the water has evaporated from the previous coat before applying your next coat (usually sometime after 8 hours). However, it is best to test the coating before recoating or topcoating. This can be done by pressing on the coating with your thumb to verify that no fingerprint impression is left. If no impression is created, then the recoat or topcoat can be started. This applies to primercoat, basecoat and Clearcoat application.

**BASECOAT MIXING INSTRUCTIONS:** Slowly add Basecoat Part B to Basecoat Part A. (use appropriate mix ratios for product). Stir thoroughly and scrape sides of can to ensure thorough blending. Allow the mixed material to stand 30 minutes for "induction" time. Always restir before use. Mixed material is usable for four to six 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. *Note: Multiple colors of chips should be mixed together in a separate container prior to beginning the application.* Chips are applied by tossing them upward toward the ceiling allowing them to float down into the wet basecoat. (we recommend very small pinches of chips at a time in a "feeding the chickens" type broadcast to ensure excessive amounts aren't placed on the wet epoxy at one time) Continue painting onto the adjacent sections and broadcasting 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. They can be painted over, if you apply chips unevenly. **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 (or 16 hours). (review "applying subsequent coats" guidelines)

**URETHANE TOPCOAT GUIDELINES:** 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.

**APPLYING HPU CLEARCOAT:** Once your ready to apply the High Performance Urethane Clearcoat (waiting for the basecoat to efficiently cure), mix Part A and Part B together (mix in 2:1 ratio). Mix continuously for several minutes until a smooth consistency is achieved. You can immediately start the application without induction time. 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 "orange peeling" 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. If rain is present wait until it subsides and humidity is low before attempting application of urethane. **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 slow down the curing process. The use of portable fuel burning heaters that produce exhaust gases, during application and initial stages of curing, may cause yellowing to occur.

**CLEAN-UP:** Clean up primer and basecoat with soap and water. Clean urethane topcoat with M.E.K.)

**HELPFUL HINTS:** Be sure to have enough chips to do entire surface. (1 lb per 250 square feet for Light sprinkle, 2 lbs per 250 square feet for medium sprinkle, etc) Using spike shoes to apply chips helps achieve uniform coverage. 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. **We usually recommend a four day process: Day 1: etch and clean the surface. Day 2: apply your primer coat, Day 3: apply your base coat and chips and Day 4 roll on your top coat.**