

# Polyurethane Coating (2 Pack) is a water-based

**durable**  coating. It can be  **tinted**  to our colour chart. Polyurethane has one downfall, its poor adhesion to smooth & unclean surfaces. This problem is overcome by applying WB Epoxy Primer as the first two coats, with its exceptional bonding strength. You only need one coat WB Epoxy Primer if you roll at  **3m<sup>2</sup> /Lt & broadcast crushed Glass, then back roll.** Epoxy Primer gives Polyurethane coating, excellent adhesion to the substrate. WB Epoxy Primer is  **not UV stable** , so coat it with one coat of  **Tinted**  Polyurethane, to block out UV rays, then apply one or two clear coats on top.

Polyurethane is robust & long lasting, dries quickly & is  **UV resistance & non yellowing**  outdoors, has excellent  **scratch & wear**  resistance &  **chemical resistance**  to most chemicals. It withstands  **high temperatures**  & with crushed glass, it becomes an even more durable coating.

**Outdoors**  where it gets wet, it's vital to roll crushed glass into the WB Epoxy Primer, to give an anti-slip, so people don't slip & car tyres can grip. It withstands most tyre marks & rust stains & is very easy to keep clean.

**TYPICAL APPLICATIONS :** Seamless flooring-

- External concrete & masonry. ● Car parks & garages. ● Driveways & patio areas.

**COVERAGE: ± 4.5 - 7m<sup>2</sup> /Lt**   **Number of coats:** two - three coats of PU Coating.

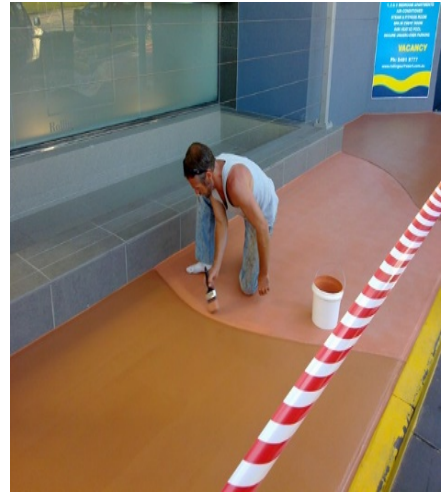
2<sup>nd</sup> coat in a diagonal direction to 1<sup>st</sup> coat to reduce visible streaking. Over rough texture the coverage can be as low as 5 m<sup>2</sup> /Lt.  **Recoat time:** 4 - 5 hours. Hard dry:- 24-48 hours.

## POSSIBLE APPLICATION PROBLEMS:-

**Not for DIY**  because one has to roll at a decent speed to keep a wet edge or you will get lap marks where one section overlaps the next.

**Temperatures below 10°C**  – too cold for coating to dry, causing whitening & poor adhesion.

**Windy day & warm surfaces**  - especially hot wind causes coating to dry too fast.



# Before



# After

