

URECOAT 255

Modified Urethane Coatings

Urecoat 255, mainly composed of aliphatic urethane resin, is an elastic floor coating that provides non-slip quality that is suitable for floor decorating as well as coating for architectural surfaces. It is a soft touch, anti-abrasion coating with superior adhesion for a beautiful finish.

Usage

Indoor and outdoor floor for walking, parking lot, playground, stadium, etc

Application Procedure

1. Surface Preparation
 - Prepare the surface free from any loose cement, dust, Oil, moisture and other contaminants.
2. Environmental conditions
 - Air temperature : 5~35°C
 - Relative humidity : up to 80%
3. Application Equipment
 - Rake, Trowel
4. Safety precautions
 - 1) Mixing ratio must be observed and uniformly stir with a power mixer for about 3~5minutes before use.(Use an electric mixer from 1000RPM,500W)
 - 2) Avoid contact with skin and eyes.
 - 3) Keep adequate ventilation during application.
 - 4) Use the mixed material within pot life.(20°C, 30min)
 - 5) Do not mix with other paint products.
 - 6) Mix thinner with paints regularly.
 - 7) Check thinner-ratio before painting because emboss pattern is changeable by thinner
 - 8) Don't use the thinner including alcohol, or paints won't cure.
5. Warning notice
 - Please consult our enclosed here with warning notice.

6. Typical Systems

Recommended Primer : Urecoat 100

Recommended Top Coatings : Urecoat 300

Physical data

Finish	Semi-Glossy		
Colors	Wide Range		
Applied over	Mortal, and concrete		
Components	2		
Volume solid(%)	Over 93%		
Recommended dry film thickness	2~3mm		
Coats	1		
Theoretical coverage	2.95kg/㎡ (@ D.F.T. 2mm) Allow for application losses and surface irregularities.		
Hardness(Shore A)	70 ~ 90		
Tensile strength	over 5.5N/mm ²		
Elongation	over 300%		
Mix-ratio (wt)	A part : B part = 2 : 1		
Thinner	Up to 3% (URETHANE 1000 Thinner, T-1021)		
Shelf life	3months (When stored indoors at 5~35°C)		
	10°C	20°C	30°C
Curing time(hr)	48	24	18
Absolutely dry(day)	8	5	3
Pot life(min)	40	30	20
Recoatible(day)	2~3	1~3	1~2