



SUBSTRATE: COMPOSITE BOARD – MASONITE, PLYWOOD, MARINE PLYWOOD, MANGANESE OXIDE BOARD

DESCRIPTION: UNIVERSAL VELVET SHEEN A NEW GENERATION, WATER BASED PURE ACRYLIC, LONG-LIFE, INTERIOR / EXTERIOR, MEDIUM SHEEN

SYSTEM TABLE

TECHNICAL DATA	1 ST COAT	2 ND COAT	3 RD COAT	4 TH COAT
PRODUCT NAME	UNIVERSAL SOLVENT BASED PLASTER PRIMER	UNIVERSAL VELVET SHEEN	UNIVERSAL VELVET SHEEN	
PRODUCT CODE	PR100	VEL00	VEL00	
LIFE EXPECTANCY	10 YEARS	10 YEARS	10 YEARS	
WB/SB	SOLVENT BASED	WATER BASED	WATER BASED	
SMOOTH/TEXTURE	SMOOTH	SMOOTH	SMOOTH	
COLOUR	WHITE	WHITE & FANDECK	WHITE & FANDECK	
VOLUME SOLIDS %	40	57	57	
FILM BUILD	WFT 75 - 100µm DFT 30 – 40 µm	WFT 53 - 70 µm DFT 30 - 40 µm	WFT 53- 70µm DFT 30 - 40µm	
SPREADING RATE DFT	TSR 11,4m ² /lit @35µm PSR 6,5m ² /lit@35µm	TSR 16,3m ² /lit @35µm PSR 9,2m ² /lit@35µm	TSR 16,3m ² /lit@35µm PSR 9,2 ² /lit@35µm	
DRYING TIMES @23°C	16HOURS	4-6 HOURS	4 -6 HOURS	
VOC % GRAMS PER LITRE	41,79 531,69	1,74 22,35	1,74 12,35	
CLEANING	MINERAL TURPS	WATER	WATER	



SURFACE PREPARATION METHOD STATEMENT

Ensure that surfaces are dry, sound and clean.

Remove dirt and loose particles.

Remove any oil, grease and other contaminants with a Degreaser working it well into affected areas with bristle broom or brush. Leave for 20 minutes to react, then rinse thoroughly with fresh water to remove all traces of the Degreaser. Allow to dry completely. Sand smooth and dust off.

Fill holes and other surface defects with Universal Crack Filler (ACR00) working off smoothly while wet. Allow 8 hours to dry, then sand to a smooth finish. Dust off.

APPLICATION METHOD STATEMENT

Apply 1x coat of [UNIVERSAL Solvent Based Plaster Primer](#) at a minimum 75 µm WFT allow 16 hours to dry at 23°C & 50% RH

Apply 2 x coats of [UNIVERSAL Velvet Sheen](#) at least 53 µm WFT per coat, allowing 3-4 hours drying between coats at 23°C & 50% RH

FOOT NOTES:

TSR = Theoretical Spread Rate

PSR = Practical Spread Rate

VOC = Volatile Organic Compound

WFT = Wet Film Thickness

DFT = Dry Film Thickness

ERH = Equilibrium Relative Humidity

RH = Relative Humidity