# **SEALCRETE**

## POLYMER MODIFIED CEMENTITIOUS WATERPROOFING COATING

## PRODUCT DESCRIPTION

Two pack polymer cementitious coating system.

#### **PURPOSE**

Waterproofing of concrete surface and protection of concrete.

#### USAGE

Providing waterproof coating by application of brush or towel of the mixed material.

## **PRODUCT FEATURES**

- Excellent water resistance.
- Excellent weatherability hence suitable for exterior application
- Being cementitious, it has similar expansion as concrete.
- Provides a tough, durable and flexible film and protects concrete from corrosive salts and atmosphere gases.
- Coating is breathable, allowing transmission of water vapour from interior of the building

## **APPLICATION AREAS**

It is used to provide water and damp proofing coats to concrete structures, brick and masonary works, plasters etc. It is also used in underground retaining walls, tunnels and basements. Foundation walls and footing subjected to ground moisture can also be protected by coatings of **SEALCRETE**. It can also be used as a protective coat on CLEARSEAL roof waterproofing membrane.

## PRODUCT CHARACTERISTICS

Pot Life at 30°C	20-25	min.
Application Temperature	than	10°C
Colours Available Grey	and	White
Coverage 1.5 kg. of mix per sq. mtr. per mm of the	icknes	SS.

## METHOD OF APPLICATION

- 1. **SURFACE PREPARATION:** Remove loose plaster, if any. All the cracks above 0.7 mm width should be properly sealed. The surface should be structurally sound and free from oil, grease and loose particles.
- 2. FIRST COAT: Take FLEXCRETE liquid and mix with water in ratio 1: 1 For each litre of mix add 2.5 kg or such quality of SEALCRETE powder slowly while stirring continuously either manually or mechanically till powder is dispersed into a homogeneous pasty brushable mass. Apply it over previously wetted and moist surface by means of stiff brush to get dry film thickness of 1 mm per coat.
- 3. **SECOND COAT:** After an interval of 3-4 hours apply second coat in a similar manner over the first one.