# User's Guide

*Conventional Application Methods for SoftSand® Rubber Particles*

## Direct Addition to Paint

SoftSand Rubber can be mixed into the paint, and applied with either a paintbrush or roller. As with other non-skid aggregates, the appropriate mix ratio can vary. In general, 10-20% SoftSand rubber particles by weight will provide a desirable textured finish for a non-slip surface. For most paints, this ratio amounts to one, 115g can of SoftSand particles for every pint or quart of paint. If you've used other non-slip materials, use the same *volume* of SoftSand particles as an estimate to the amount of material you will need. If you want to experiment with creating different appearances and textures, mix paint and SoftSand rubber in a separate container, and apply a test patch to the paint area, or to a piece of cardboard or plywood, and allow it to cure.

## Product Description

SoftSand® rubber particles were developed as a foot-friendly, decorative alternative to sand and other abrasive materials typically used in non-skid coatings. SoftSand particles combine the wonderful feeling of rubber, with an attractive range of colors and particle sizes. These unique particles can be used in new, creative ways to create textured coatings for non-skid and other applications.[1] They may also be used as a substitute for conventional hard aggregates as described below. SoftSand particles are compatible with most urethane, epoxy, and acrylic coatings.
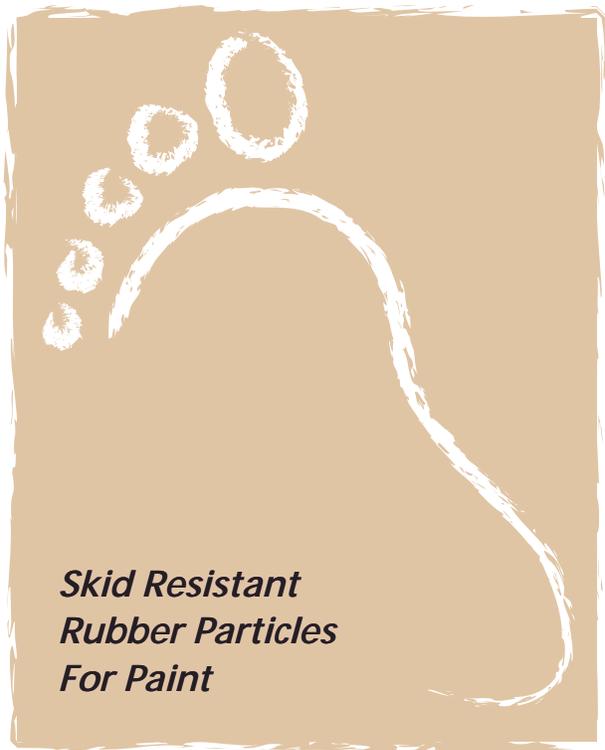
## Conventional Application

SoftSand® Rubber Particles can be used as an alternative to sand or polymer based additives. Simply replace your current additive with the equivalent volume of SoftSand rubber particles. The particles can be either mixed directly into the paint, or they can be sprinkled onto the wet paint, after it has been applied.

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[1] See *User's Guide: Creative Application Methods for SoftSand Rubber Particles*

## soft sand®

*Skid Resistant Rubber Particles For Paint*

Then apply the second coat of paint to get the final affect. Adjust your final mix ratio based on the appearance of this test patch.

## Brush or Roller

You can use either a brush or a roller to apply the mixture of paint and SoftSand rubber. Slight differences in appearance may occur depending on which method you choose. In some cases, the particles will accentuate the pattern left by brush strokes. A second coat of paint, which is generally recommended, will reduce this affect.

A roller with a tight nap tends to apply a nice uniform coating of paint and particles. The roller tends to deposit the particles in small, evenly distributed clusters. These clusters lead to a slightly more "aggressive" profile than the broadcast method described below. As with brushing, a second coat of paint is recommended.

## Sprinkling or Broadcasting onto Paint

Sprinkling the particles will create the most uniform, textured appearance. When completed, the coating should look somewhat like fine sandpaper, but it will be much more skin friendly!

In this method, the SoftSand particles are not mixed into the paint. Instead, they are sprinkled onto the coating after it has been applied. The rubber particles will stick to the wet paint. Be sure to allow enough time for the coating to self-level before sprinkling the particles onto the coating.

The particles can be sprinkled over the wet paint by hand, or by using an empty spice container, or kitchen strainer. Use enough particles to cover the coating uniformly. When the coating has dried, sweep or vacuum the excess particles away. Apply a second coat of paint and allow it to dry. This second coat should not be applied to heavily or it will reduce the overall texture created by the particles.



**Figure 1.** This photo illustrates the appearance of 20% SoftSand Gray particles in a gray paint. The particles were mixed into the paint and applied by a roller.



**Figure 2.** This photo illustrates the appearance of SoftSand Gray particles that were sprinkled onto a gray paint. A top coat of gray was applied after the first coat (with the particles) had dried.

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