

## Application Guide

## **Rubber Particles**

were designed for use in a variety of coatings systems and applications. These include urethanes, epoxies, acrylics and gelcoat chemistries used in the construction and marine industries.

## **Product Range**

Colors: White, Black, Beige, Gray, Deep Tan, Surf Blue, Brick Red, Seafoam Green.

Sizes: Coarse, Medium, Fine, and Ultra-Fine.

## **Application Methods**

SoftSand Rubber particles may be sprayed, brushed or rolled in similar fashion to other non-skid additives in use today. The particles have a specific gravity of 1.4 - approximately half that of mineral additives.

In the **Broadcast Method**, the particles are sprinkled by hand or sprayed onto the first coat of paint while it is still wet. This is then allowed to dry. Once dry, excess particles are removed and a coat of paint is applied over the surface of the particles. Once this first top coat has dried - follow the paint manufacturer's recoat specifications - a second coating is applied.

Broadcasting to excess or rejection as it is called, helps to ensure that a uniform layer of particles is deposited onto the wet paint. This uniform layer will be visible once the excess, loose particles are removed. Note that the recovered particles may be reused.

Professional painters often use a controlled broadcast method to apply an evenly dispersed amount of particles over the surface. In this method, there are no excess particles to remove, which saves a step in the process and requires less material.

Broadcast Rates (Quarts per 100 sq. ft.)	Coarse	Medium	Fine	Ultra-Fine
Initial Broadcast	5-6	4-5	3-4	2-3
Recovered	1-2	1-2	2-3	1-2
Retained	4.5	3.0	1.5	1.2

In the *Mix'n Go Method*, the particles are mixed directly into the paint, which is then applied using a brush, roller or spray. Two coats are typically applied. Most paints readily accommodate an 8:1 ratio by volume of paint to particles without thinning. This equates to a 1/4 pint bag per quart of paint, or 1 pint of particles per gallon of paint. The amount of particles may be increased by using a paint thinner.

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