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JOB SITE TIPS

A) Mixing Tips

- For Two Component Products, always mix A-Side and B-Side separately to a homogeneous mixture before combining and mixing the two sides together.
- While mixing, always add B-Side to A-Side slowly and mix thoroughly until a uniform homogenous mixture is obtained.
- Mix only as much material as can be applied before setting up.
- Use heavy duty mixer with a maximum speed of 300 rmp. Always keep mixer blades down at the bottom and draw materials from surface. Do not move mixer blades violently up and down to avoid air entrapment.
- **It is required to add one quart of water to 1 gallon of P-Tuff® or E-Tuff® Base Membrane for proper curing. Also add P-Tuff® or E-Tuff® Catalyst as needed for faster cure. A maximum of 3 vials of catalyst per 5 gallon pail can be added.**
- During hot humid days, use cold water to mix in P-Tuff® or E-Tuff® Base Membranes to get a better pot life and to slow the cure time.
- During cold temperatures, preheat the P-Tuff® or E-Tuff® Base Membranes and use hot water to kick-in faster curing.
- By adding sand or fine rubber granules from 0.5 to 1.5 by volume into the mixed Base Membrane material, slurry can be formed which can be used as caulking material for filling cracks, leveling compound for ponding, coving, sloping compound, and patching compound.

B) Surface Texture

By using different surface texturing materials and varying quantity, different types of surface texture from smooth to very aggressive and from highly resilient to very hard textures can be achieved. Normally the Owner has the final authority to select a particular surface texture, however, the owner should be informed about the various surface textures.

In the majority of cases, 14-30 mesh rubber granules is used until refusal for surface textures. Keep in mind that it is harder to clean and maintain aggressive texture. Various surface texture media available are:

- Rubber Granules
- Rounded Silica Sand 16 to 30 mesh, minimum 6.5+ Mho's hardness
- 16 Grit Angular Sand for mechanical bonding, used for tile underlayment and shower pans
- Aluminium Oxide for hard traction and industrial environments
- Color Quartz Sand for high traffic and decorative walkways
- Hardened Steel Grit for mechanical rooms and industrial environments
- Paint Chips
- Special Powders to improve traction in the coating

The P-Tuff® and E-Tuff® Base Membrane are a non-gassing material that can be applied at any thickness. It is unique compared to other non-gassing urethanes because of the Water Induced Technology (WIU)™ as opposed to a moisture cured urethane. P-Tuff® and E-Tuff® will accelerate curing time only when water is mixed in with the material, allowing greater control of application time and product waste.

Another benefit of the P-Tuff® and E-Tuff® Membrane System is the time of a job completion depending on the size of the job and the amount of man power. A finished, waterproof system can be applied in a day! A typical urethane system is applied usually in three steps; base coat (day 1), intermittent/ texture coat (day 2), and final top coat (day 3). Because of the unique characteristics of Water Induced Urethane (WIU)™ technology, the P-Tuff® or E-Tuff® base membrane can be applied about 45 mils to 60 mils or more depending on the job requirements. Lighter aggregates, such as the Granulated Rubber, can be applied in less than an hour. The cure time of the membrane can be achieved in four hours or less depending on the membrane to water to catalyst mixing ratio. More catalyst can be used (up to 3 vials per 5 gallon pail) to speed up dry time. Also, water temperature can effect cure time as well. Warm or hot water will accelerate cure times, just as cold or ice cold water can slow things down. Never mix more than 25% water to membrane. After the removal of the aggregate refusal, the final top coat is applied. Cure time for the final coat can also be enhanced by mixing accelerator to the coating material**.** For optimal results, a second top coat should be applied over a granulated rubber surface and medium to heavy traffic areas where a sand broadcast is applied.

C) Metal Flashing

- ❖ Use only metal flashing 26 gauge or heavier bonderized/galvanized metal flashing at wall to deck junctions.
- ❖ At the open perimeter edge, use 4" x 2" x ¼" drip flashings.
- ❖ Nail flashings at a minimum of 2" between nails.
- ❖ Use only electro galvanized nails used for roofing. Flashing should be nailed near the edge closest to plywood deck to minimize movement of two different materials from the heat and cold.
- ❖ At the edges of the wall and deck, provide smooth transition by proper sloping with sand or rubber slurry mixture.

All metal flashings must be mechanically abraded using an angle grinder and wire brush cup, followed by a solvent wipe (Xylene). Be sure to provide adequate ventilation whenever working with or using solvents.

D) Avoiding Blisters

Blisters in P-Tuff® or E-Tuff® Membrane Systems can be avoided by taking the following precautions.

- ■ Always add water into the P-Tuff® or E-Tuff® Base Membrane. If water is not added to the membrane then it no longer remains a water catalyzed membrane and cures as a moisture cure urethane, causing gassing, pin holes and blisters or delaminations.
- ■ Never apply base membrane on a moist substrate. Upon warming up or heating, substrate moisture will turn into vapors and can cause blisters to occur in the cured membrane.
- ■ Take caution to avoid air entrapment while mixing which will cause blisters in the coating as the entrapped air escaping from the coating will cause blisters and pin holes.
- ■ Prime the surface properly and seal pin holes and bug holes in the substrate. If the substrate is not properly primed then this may lead to pin holes and blisters in the coating.
- ■ Allow primer and coating to cure before applying subsequent coats. If the subsequent coat is applied too early before curing then the solvent in the previous coating will cause blisters.
- ■ Aggregate lumps can cause blisters as the air contained in the lumps will expand and cause blisters and bulges in the coating in a rising temperature.
- ■ Surface contaminations may result in a lack of adhesion at the surface and any air underneath at these weak spots will cause blisters in a rising temperature.