

GOLDEN WHEATHER SHIELD

Product Description:

A high-quality water-based paint based on special polymers and high-quality coloring materials. After application, give a uniform smooth white surface. It also gives long-term protection for outdoor surfaces. It is characterized by its high resistance to various weather factors, the mattress rate and high coverage.

The use:

It is used for interior and exterior applications on concrete, cement and gypsum surfaces

Properties:

Resistant to alkali and ultraviolet rays. Excellent adhesion strength.
Smooth smooth.

Excellent coverage.

Ease of application.





Physical properties:

| general look | shiny quarter |
|-------------------------|--|
| Color | White according to the colors supported in the catalog |
| Specific weight | 1.30 ± 0.05 ASTM D1475 |
| Solid size | 48 ± 2% ASTM D2697 |
| Dry layer thickening | 50 microns |
| Theoretical spread rate | 11 m2 / l |

شـركـة الذهبيــة للصناعـات الكـيماويـة GOLDEN CHEMICHAL INDUSTRIES CO.





Drying time:

| Surface dry 24 hours | 30-60 minutes |
|----------------------|---------------|
| Hard dry | 2- 4 hours |
| Re-application | 6 hours |
| Complete dry | 24 hours |

Surface Preparation:

• The surface must be cohesive and free from holes, pits, bumps and any fragile areas. All excess areas must be removed and make sure that the surface is clean, dry and free of dirt, dust, grease, oils, salts and mold.

Instructions for use:

The paint should be stirred well before use.

Sufficient amount of thinner may be added to obtain the appropriate viscosity for the application.

Do not paint over wet surfaces until after they are completely dry. Not to paint the next layer unless the previous layer is completely dry, taking into account the minimum time between the two coats. Adequate ventilation should be provided during application and dehydration.

Application tools: brush and spray.

Diluent:

Diluent: water.

Thinning ratio: 20-30%

Storage conditions:

As it is

Shelf life: one year from the date of production.