



PERMACOLOUR RELEASE AGENT

Is a specially formulated coloured powder designed to insure that the finest details of polyurethane texturing mats are transferred accurately to freshly placed coloured concrete. Permacolour Release Agent will greatly aid finishing by preventing freshly placed concrete from adhering to the texturing mats.

COVERAGE. The rate will vary depending upon the depth of the texturing mat impressions desired and the degree to which the concrete has set. 10kg per 70 to 80 square metres or more may be required.

APPLICATION. Before applying Permacolour Release Agent, protect all surrounding areas where colour is not desired. The release powder may be applied to the surface of the freshly placed concrete as soon as all standing water has disappeared from the concrete surface. Usually the concrete has at least a "Fresno" or "walking trowel" finish. If Permacolour Hardener has been applied, the finishing will be more extensive.

Apply Permacolour Release Agent in a broadcasting fashion until a thin uniform layer covers the concrete surface to be textured. Application of texturing mats may begin as soon as Permacolour Release Agent has been applied. Permacolour Release Agent should be removed from the concrete surface when removal can be safely accomplished without any damage to the curing concrete surface, (usually 3 to 4 days after

imprinting). Excess release agent may be swept from the slab. Residual Permacolour Release Agent may be removed to a degree desired using a high pressure washer, by scrubbing or buffing, taking care not to damage the curing coloured concrete surface. The amount of release agent adhering to the concrete surface will depend upon how hard the concrete surface was at the time of application and texturing. A softer

concrete surface will retain more release agent colour than a harder concrete surface.

NOTE: Always fluff up release agent before using by shaking container, this will increase coverage.

WARNING

MAY CAUSE IRRITATION TO EYES AND SKIN. MAY CAUSE DELAYED LUNG INJURY.