



CEM-DYE (W)

PRODUCT DESCRIPTION AND USE

Cem-Dye (W) is a liquid dye that is soluble in water and acetone. With colors ranging from earth tones to vivid, it can be used along with acid stains or as a standalone coloring system, and is often used in conjunction with concrete polishing. Cem-Dye (W) offers a fast and affordable way to add color to interior concrete.

Chemical Composition

Metalized dye

Colors

Available in 16 colors

Limitations

- Indoor use only

GENERAL INFORMATION

Packaging

16 oz. containers

Moisture Vapor Emissions/Alkalinity Precautions

All interior concrete floors not poured over an effective moisture vapor retarder are subject to possible moisture vapor transmission and related high levels of alkalinity that may lead to blistering and failure of the coating system. It is the coating applicator's responsibility to conduct calcium chloride and relative humidity probe testing to determine if excessive levels of vapor emissions or alkalinity are present before applying any coatings. These test kits are available from APF. Arizona Polymer Flooring and its sales agents will not be responsible for coating failures due to undetected moisture vapor emissions or related high levels of alkalinity.

Surface Preparation

Concrete must be clean and structurally sound. Substrate must have adequate profile for subsequent sealers to obtain good adhesion.

Mixing Instructions

Add 8-16 oz. of dye to one gallon of the water or acetone. Mix well with stir stick.

Solvent Selection

Acetone..... Fast

Water Slow

WARRANTY INFORMATION

Arizona Polymer Flooring guarantees that this product is free from manufacturing defects and complies with our published specifications. In the event that the buyer proves that the goods received do not conform to these specifications or were defectively manufactured, the buyer's remedies shall be limited to either the return of the goods and repayment of the purchase price or replacement of the defective material at the option of the seller. ARIZONA POLYMER FLOORING MAKES NO OTHER WARRANTY, EXPRESSED OR IMPLIED, AND ALL WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY DISCLAIMED. Arizona Polymer Flooring shall not be liable for damages caused by application of its products over concrete with excessive moisture vapor transmission or alkalinity. Arizona Polymer Flooring shall not be liable for any injury incurred in a slip and fall accident. Manufacturer or seller shall not be liable for prospective profits or consequential damages resulting from the use of this product.

SPECIALIZED FLOOR COATINGS & DECORATIVE CONCRETE SYSTEMS

Application Recommendations

Cem-Dye (W) is normally applied at 200-300 sq. ft. per gallon and may be sprayed using low pressure solvent resistant sprayer, HVLP or air brush. The use of water will produce a floor with more variations in tone, while the use of Acetone will produce a more monotone finish. A brush can be used for small areas. When brushing, it is best to use water as the solvent.

Handling Precautions

Use appropriate cartridge-type respirator. **The use of flammable solvents presents a very real explosion and fire hazard if certain precautions are not carefully observed. Be sure the area is well ventilated with noticeable air movement. Set up fans if necessary. Eliminate all possible ignition sources during application. Read Material Safety Data Sheet before using.**

Slip and Fall Precautions

OSHA and the American Disabilities Act (ADA) have now set enforceable standards for slip-resistance on pedestrian surfaces. The current coefficient of friction required by ADA is .6 on level surfaces and .8 on ramps. Arizona Polymer Flooring recommends the use of angular slip-resistant aggregate in all coatings or flooring systems that may be exposed to wet, oily or greasy conditions. It is the contractor and end users' responsibility to provide a flooring system that meets current safety standards. Arizona Polymer Flooring or its sales agents will not be responsible for injury incurred in a slip and fall accident.