General Overview

URETHANE POLYMER CONCRETE

ON-SITE APPLICATION TESTING

To ensure desired results are achieved, test the system in a small area on site before beginning any project.

SURFACE PREPARATION

Test and look for any unknown site conditions and/or defects. For testing requirements, review KRETUS® Pre- and Post-Job Checklists available at kretus.com/project-planning.

Before installing any KRETUS® product, substrate must be

- Clean: Remove any and all contaminates.
- Profiled: Mechanically prepare surface to CSP 3-5 (adhere to International Concrete Repair Institute's current guide for Concrete Surface Profiles). Each project may require a different CSP.
- Sound: Treat all joints (terminations and transitions) and random cracks.

NOTE: Urethane Polymer Concrete tends to pull away from free edges—termination points (anywhere concrete ends), joints, cracks, gutters, drains. Anchor joints may need to be added 6" from termination points. Joints and cracks may need to be expanded to 2x the width and 1x the depth. Edges around drains and gutters may need a deeper slope.

MIXING GUIDE

Review mix ratios and application methods on KRETUS® System Action Guideline.

Review KRETUS® Mixing Station Guide for general handling, storage, and preparation procedures. Careful measurements and thorough mixing are essential for a proper cure. Observe all mixing procedures and guidelines to assure a controlled and thorough chemical transition to a high-strength solid.

- Mixing drill: Use a high-RPM, high-torque mixing drill with Jiffler double-bladed mixer.
- NOTE: Mix UPC products only when they have the same two-letter combination in the product name. For example, combine UPC RC Part C only with UPC RC/TT Part A and UPC RC/TT (AZ, EZ, or FC) Part B.

Mixing Instructions for UPC RC

- General: Continue mixing until all parts are combined. Mix Part A for 15 seconds. Slowly add Part C and mix for 2 minutes, or until texture is uniform. Add Part B and mix for 30 seconds.
- If adding colorant: Continue mixing until all parts are combined. Mix Part A and additive for 15 seconds. Slowly add Part C and mix for 2 minutes, or until texture is uniform. Add Part B and mix for 30 seconds.
- If adding accelerant, Anti-Slip, quartz, or sand: Continue mixing until all parts are combined. Mix Part A for 15 seconds. Slowly add Part C and mix for 2 minutes, or until texture is uniform. Add Part B and mix for 30 seconds. Add additive and mix for 30 seconds.

Mixing Instructions for UPC SL, MF, TT, WC, or VC

- Continue mixing until all parts are combined and texture is uniform. Mix Part A for 15 seconds. Add Part B and mix for 30 seconds. Slowly add Part C and mix for 2 minutes.
- If adding colorant: Continue mixing until all parts are combined and texture is uniform. Mix Part A and additive for 15 seconds. Add Part B and mix for 30 seconds. Slowly add Part C and mix for 2 minutes.
- If adding accelerant, Anti-Slip, quartz, or sand: Continue mixing until all parts are combined and texture is uniform. Mix Part A for 15 seconds. Add Part B and mix for 30 seconds. Slowly add Part C and mix for 2 minutes. Add additive and mix for 30 seconds.

SAFETY & CLEANUP

Review current Safety Data Sheet(s) and all relevant documentation before installing. Safety conditions and personal protective equipment must be considered before using any KRETUS® product.

For technical and safety data on UPC (Urethane Polymer Concrete Product), go to kretus.com/urethane-polymer-concrete.

URETHANE POLYMER CONCRETE APPLICATIONS (IN ALPHABETICAL ORDER)

APPLICATION	PRODUCTS REQUIRED	STANDARD KIT MIX RATIO	METHOD/TOOLS	COVERAGE RATE*
Crack & Joint Repair NOTE: RC Prime Coat required before Crack and Joint application.	Part A: RC/TT Part B: RC/TT (EZ, AP, or FC) Part C: RC Part Q: quartz	A:B:C:Q = 6 lbs:6 lbs:6 lbs:10-25 lbs	1. Install RC Prime Coat. 2. While Prime Coat is still wet, trowel filler into crack/joint. 3. Sprinkle quartz to saturation and smooth with trowel. 4. Allow to dry. 5. Grind smooth as needed.	See Joint & Filler Rates at kretus.com/project-planning.
	Part A: RC/TT Part B: RC/TT (EZ, AP, or FC) Part C: TT	A:B:C = 6 lbs:6 lbs:42 lbs		
	Part A: SL/MF Part B: SL/MF (EZ, AP, or FC) Part C: SL Part Q: quartz	A:B:C:Q = 8 lbs:8 lbs:25 lbs:10-25 lbs		
	Part A: SL/MF Part B: SL/MF (EZ, AP, or FC) Part C: MF Part Q: quartz	A:B:C:Q = 8 lbs:8 lbs:40 lbs:5-10 lbs		
	Part A: WC/VC Part B: WC/VC (EZ, AP, or FC) Part C: WC	A:B:C = 3 lbs:3 lbs:30 lbs		
Body or Base Coat, 1/8" MF	Part A: SL/MF Part B: SL/MF (EZ, AP, or FC) Part C: MF	A:B:C = 8 lbs:8 lbs:40 lbs	• gauge rake or 1/2"-wide x 3/8" -deep V-notched squeegee • loop and spiked roller	60 SF/KIT
Body or Base Coat, 3/16" MF	Part A: SL/MF Part B: SL/MF (EZ, AP, or FC) Part C: MF	A:B:C = 8 lbs:8 lbs:40 lbs	• trowel or gauge rake • loop and spiked roller	35 SF/KIT
Body or Base Coat, 1/4" MF	Part A: SL/MF Part B: SL/MF (EZ, AP, or FC) Part C: MF	A:B:C = 8 lbs:8 lbs:40 lbs	• trowel or gauge rake • loop and spiked roller	25 SF/KIT
Body or Base Coat, 1/8" SL	Part A: SL/MF Part B: SL/MF (EZ, AP, or FC) Part C: SL	A:B:C = 8 lbs:8 lbs:25 lbs	• gauge rake or 1/2"wide x 3/8" -depth V-notched squeegee • loop and spiked roller	50-60 SF/KIT
Body or Base Coat, 3/16" SL	Part A: SL/MF Part B: SL/MF (EZ, AP, or FC) Part C: SL	A:B:C = 8 lbs:8 lbs:25 lbs	• trowel or gauge rake • loop and spiked roller	35-40 SF/KIT
Body or Base Coat, 1/4" SL	Part A: SL/MF Part B: SL/MF (EZ, AP, or FC) Part C: SL	A:B:C = 8 lbs:8 lbs:25 lbs	• trowel or gauge rake • loop and spiked roller	25-30 SF/KIT
Body or Base Coat, 1/4" TT	Part A: RC/TT Part B: RC/TT (EZ, AP, or FC) Part C: TT	A:B:C = 6 lbs:6 lbs:42 lbs	• trowel • loop roller	22-23 SF/KIT

URETHANE POLYMER CONCRETE APPLICATIONS (CONTINUED)

APPLICATION	PRODUCTS REQUIRED	STANDARD KIT MIX RATIO	METHOD/TOOLS	COVERAGE RATE* (SF/KIT)
Body or Base Coat, 3/8" TT	Part A: RC/TT Part B: RC/TT (EZ, AP, or FC) Part C: TT	A:B:C = 6 lbs:6 lbs:42 lbs	• trowel • loop roller	14-15 SF/KIT
Body or Base Coat, 3/4" TT	Part A: RC/TT Part B: RC/TT (EZ, AP, or FC) Part C: TT	A:B:C = 6 lbs:6 lbs:42 lbs	• trowel • loop roller	10-12 SF/KIT
RC Base Coat / Micro Topping / Overlay, 8-12 mils	Part A: RC/TT Part B: RC/TT (EZ, AP, or FC) Part C: RC	A:B:C = 6 lbs:6 lbs:6 lbs	• 8-12 WFT-mil blade • non-shed 3/8" nap roller and loop roller	190-280 SF/KIT
RC Base Coat / Micro Topping / Overlay, 15-20 mils	Part A: RC/TT Part B: RC/TT (EZ, AP, or FC) Part C: RC	A:B:C = 6 lbs:6 lbs:6 lbs	• 15-20 WFT-mil blade • non-shed 3/8" nap roller and loop roller	120-150 SF/KIT
RC Base Coat/ Micro Topping/ Overlay, 25-30 mils	Part A: RC/TT Part B: RC/TT (EZ, AP, or FC) Part C: RC	A:B:C = 6 lbs:6 lbs:6 lbs	• 25-30 WFT-mil blade • non-shed 3/8" nap roller and loop roller	80-90 SF/KIT
RC Cap or Top Coat over Broadcast NOTE: Do not install over color broadcast	Part A: RC/TT Part B: RC/TT (EZ, AP, or FC) Part C: RC	A:B:C = 6 lbs:6 lbs:6 lbs	• flat flexible/rigid blade • non-shed 3/8" nap roller	Over Quartz • XF-grade: 200-250 SF/KIT • F-grade: 150-200 SF/KIT • Q-grade: 100-150 SF/KIT • Q10-grade: 50-75 SF/KIT • Q6-grade: 50 SF/KIT
RC Maintenance Coat	Part A: RC/TT Part B: RC/TT (EZ, AP, or FC) Part C: RC	A:B:C = 6 lbs:6 lbs:6 lbs	• 25-30 WFT-mil blade • non-shed 3/8" nap roller and loop roller	80-90 SF/KIT
RC Prime, 5-7 mils	Part A: RC/TT Part B: RC/TT (EZ, AP, or FC) Part C: RC	A:B:C = 6 lbs:6 lbs:6 lbs	• 5-7 WFT-mil blade • non-shed 3/8" nap roller	330-450 SF/KIT
RC Top Coat with Anti-Slip Texture, 8-12 mils	Part A: RC/TT Part B: RC/TT (EZ, AP, or FC) Part C: RC Part T: Bead 50, AO 60, or AO36	A:B:C:T = 6 lbs:6 lbs:6 lbs:24 oz	• 8-12 WFT-mil blade • non-shed 3/8" nap roller	190-280 SF/KIT
Vertical Coat, 3-8 mils	Part A: WC/VC Part B: WC/VC (EZ, AP, or FC) Part C: VC	A:B:C = 3 lbs: 3 lbs:3.5 lbs	• non-shed 3/8" nap roller	400 SF/KIT
Wall Cove Body Coat @ 4" high, 3/16" nominal thickness, 1" radius	Part A: WC/VC Part B: WC/VC (EZ, AP, or FC) Part C: WC	A:B:C = 3 lbs:3 lbs:30 lbs	• 1"-radius cove trowel • brush • margin or flat trowel • non-shed 3/8" nap roller	30 LF/KIT

APPLICATION	PRODUCTS REQUIRED	STANDARD KIT MIX RATIO	METHOD/TOOLS	COVERAGE RATE* (SF/KIT)
Wall Cove Body Coat @ 6" high, 3/16" nominal thickness, 1" radius	Part A: WC/VC Part B: WC/VC (EZ, AP, or FC) Part C: WC	A:B:C = 3 lbs:3 lbs:30 lbs	• 1"-radius cove trowel • brush • margin or flat trowel • non-shed 3/8" nap roller	20 LF/KIT
Wall Cove Prime & Cap Coat @ 4-6" high	Part A: RC/TT Part B: RC/TT (EZ, AP, or FC) Part C: RC	A:B:C = 6 lbs:6 lbs:6 lbs	• 1"-radius cove trowel • brush • margin or flat trowel • non-shed 3/8" nap roller	200-250 LF/KIT

AGGREGATES & ADDITIVES

- Find Color Charts for Vinyl Color Chip, Color Quartz, and UPC Colorant at kretus.com/color-charts.

PRODUCT	USE	COVERAGE RATE*	MIX RATIO (BY VOLUME)
Vinyl Color Chips, 1/8"	Broadcast over any Base Coat.	0.15 LB/SF	n/a
Vinyl Color Chips, 1/4"	Broadcast over any Base Coat.	0.15 LB/SF	n/a
Quartz, XF-, F-, or Q-grade	Broadcast over any Base Coat.	1 LB/SF	n/a
Quartz, Q6- or Q10-grade	Broadcast over SL or MF Base Coats.	1 LB/SF	n/a
Industrial Sand, #60, #30, #20	Broadcast over Base Coat.	1 LB/SF	n/a
Poly Accelerant	Speed working, recoat, and return-to-service times.	Based on application	• 1 oz per kit: TT, VC, or WC • 1-2 oz per kit: MF, RC, or SL
Urethane Polymer Concrete Colorant	Pigment any UPC application. **NOTE:** Do not add colorant to Cap or Top Coat if installing over a color broadcast.	Based on application	4 oz per kit
Anti-Slip (kretus.com/anti-slip)	Increase impact and skid resistance.	Based on application	See mix ratio in RC Top Coat with Anti-Slip Texture.

*Coverage rates are for estimating purposes only. Factors such as waste, unusual/abnormal substrate conditions, and other unforeseen jobsite conditions may affect actual product yields and are the responsibility of the installer.