



## General Overview

### URETHANE POLYMER CONCRETE UV

#### 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](https://kretus.com/project-planning).

Before installing any KRETUS® product, substrate must be

- **Clean:** Remove any and all contaminants.
- **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.

#### Mixing Instructions

Pre-mix components before combining. Use a different mixing tool for each component to avoid cross-contamination.

Combine all parts according to mixing directions and continue mixing until the coating's color and consistency are uniform. The coating must remain thoroughly mixed during the application. Total mixing time = 2-3 minutes:

- **General:** Mix Part A for 15 seconds. Slowly add Part C and continue mixing until uniform. Add Part B and continue to mix for 30 seconds. Add Part D and continue to mix for 30 seconds or until uniform.
- **Adding colorant:** Mix Part A and colorant for 15 seconds. Slowly add Part C and continue mixing until uniform. Add Part B and continue to mix for 30 seconds. Add Part D and continue to mix for 30 seconds or until uniform.
- **Adding accelerant, Anti-Slip, quartz, or sand:** Mix Part A and colorant for 15 seconds. Slowly add Part C and continue mixing until uniform. Add Part B and continue to mix for 30 seconds. Add Part D and continue to mix for 30 seconds. Add additive and continue to mix for 30 seconds or until uniform.

#### 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](https://kretus.com/urethane-polymer-concrete).



**URETHANE POLYMER CONCRETE APPLICATIONS (IN ALPHABETICAL ORDER)**

APPLICATION	PRODUCTS REQUIRED	STANDARD KIT MIX RATIO	METHOD/TOOLS	COVERAGE RATE*
Base Coat / Micro Topping / Overlay, 8-12 mils	Part A: RC/TT Part B: RC AP UV Part C: RC Part D: Poly Accelerant	A:B:C:D = 6 lbs:6 lbs:6 lbs:6 oz	<ul style="list-style-type: none"> <li>8-12 WFT-mil blade</li> <li>non-shed 3/8" nap roller and loop roller</li> </ul>	190-280 SF/KIT
Base Coat / Micro Topping / Overlay, 15-20 mils	Part A: RC/TT Part B: RC AP UV Part C: RC Part D: Poly Accelerant	A:B:C:D = 6 lbs:6 lbs:6 lbs:6 oz	<ul style="list-style-type: none"> <li>15-20 WFT-mil blade</li> <li>non-shed 3/8" nap roller and loop roller</li> </ul>	120-150 SF/KIT
Base Coat/ Micro Topping/ Overlay, 25-30 mils	Part A: RC/TT Part B: RC AP UV Part C: RC Part D: Poly Accelerant	A:B:C:D = 6 lbs:6 lbs:6 lbs:6 oz	<ul style="list-style-type: none"> <li>25-30 WFT-mil blade</li> <li>non-shed 3/8" nap roller and loop roller</li> </ul>	80-90 SF/KIT
Cap or Top Coat over Broadcast  <b>NOTE:</b> Do not install over color broadcast.	Part A: RC/TT Part B: RC AP UV Part C: RC Part D: Poly Accelerant	A:B:C:D = 6 lbs:6 lbs:6 lbs:6 oz	<ul style="list-style-type: none"> <li>flat flexible/rigid blade</li> <li>non-shed 3/8" nap roller</li> </ul>	<b>Over Quartz</b> <ul style="list-style-type: none"> <li>Q6-grade: 50 SF/KIT</li> <li>Q10-grade: 50-75 SF/KIT</li> <li>Q-grade: 100-150 SF/KIT</li> <li>F-grade: 150-200 SF/KIT</li> <li>XF-grade: 200-250 SF/KIT</li> </ul>
Crack & Joint Repair  <b>NOTE:</b> Prime Coat required before Crack and Joint application.	Part A: RC/TT Part B: RC AP UV Part C: RC Part D: Poly Accelerant Part Q: quartz	A:B:C:D:Q = 6 lbs:6 lbs:6 lbs: 6 oz:10-25 lbs	<ol style="list-style-type: none"> <li>Install RC Prime Coat.</li> <li>While Prime Coat is still wet, trowel filler into crack/joint.</li> <li>Sprinkle quartz to saturation and smooth with trowel.</li> <li>Allow to dry.</li> <li>Grind smooth as needed.</li> </ol>	See Joint & Filler Rates at <a href="http://kretus.com/project-planning">kretus.com/project-planning</a> .
Joint Reinforcement or Flexible Membrane	Part A: RC/TT Part B: RC AP UV Part C: RC Part D: Poly Accelerant Fiber mesh	A:B:C:D = 6 lbs:6 lbs:6 lbs:6 oz	<ol style="list-style-type: none"> <li>Follow Crack &amp; Joint Repair.</li> <li>Apply UPC UV with flat flexible blade.</li> <li>Lay mesh into wet material to saturate. Allow to dry.</li> </ol>	200-250 sf/kit
Maintenance Coat	Part A: RC/TT Part B: RC AP UV Part C: RC Part D: Poly Accelerant	A:B:C:D = 6 lbs:6 lbs:6 lbs:6 oz	<ul style="list-style-type: none"> <li>25-30 WFT-mil blade</li> <li>non-shed 3/8" nap roller and loop roller</li> </ul>	80-90 SF/KIT

APPLICATION	PRODUCTS REQUIRED	STANDARD KIT MIX RATIO	METHOD/TOOLS	COVERAGE RATE*
Prime or Top Coat, 5-7 mils	Part A: RC/TT Part B: RC AP UV Part C: RC Part D: Poly Accelerant	A:B:C:D = 6 lbs:6 lbs:6 lbs:6 oz	<ul style="list-style-type: none"> <li>5-7 WFT-mil blade</li> <li>non-shed 3/8" nap roller</li> </ul>	330-450 SF/KIT
Top Coat with Anti-Slip Texture, 8-12 mils	Part A: RC/TT Part B: RC AP UV Part C: RC Part D: Poly Accelerant Part T: Bead 50 or AO 60, or AO 36	A:B:C:D:T = 6 lbs:6 lbs:6 lbs: 6 oz:24 oz	<ul style="list-style-type: none"> <li>8-12 WFT-mil blade</li> <li>non-shed 3/8" nap roller</li> </ul>	190-280 SF/KIT
Wall Cove Prime & Cap Coat @ 4-6" high	Part A: RC/TT Part B: RC AP UV Part C: RC Part D: Poly Accelerant	A:B:C:D = 6 lbs:6 lbs:6 lbs:6 oz	<ul style="list-style-type: none"> <li>1"-radius cove trowel</li> <li>brush</li> <li>margin or flat trowel</li> <li>non-shed 3/8" nap roller</li> </ul>	200-250 LF/KIT

### AGGREGATES & ADDITIVES

- Find Color Charts for Vinyl Color Chip, Color Quartz, and UPC Colorant at [kretus.com/color-charts](http://kretus.com/color-charts).

PRODUCT	USE	COVERAGE RATE*	MIX RATIO (BY VOLUME)
Vinyl Color Chips, 1/8"	Broadcast over Base Coat.	0.15 LB/SF	n/a
Vinyl Color Chips, 1/4"	Broadcast over Base Coat.	0.15 LB/SF	n/a
Quartz, XF-, F-, or Q-grade	Broadcast over Base Coat.	1 LB/SF	n/a
Industrial Sand, #60, #30, #20	Broadcast over Base Coat.	1 LB/SF	n/a
Urethane Polymer Concrete Colorant	Pigment any UPC application. <b>NOTE:</b> Do not add colorant to Cap or Top Coat if installing over a color broadcast.	Based on application	4 oz per kit
Anti-Slip ( <a href="http://kretus.com/anti-slip">kretus.com/anti-slip</a> )	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.