# **Epoxyshield® 5300 Maxx**



## Description

Epoxyshield<sup>®</sup> 5300 Maxx is a user friendly and easy to apply water-based two-component epoxy garage floor coating with an ultimate adhesion and durability. The product has an excellent wear, impact and abrasionresistance for foot and vehicle traffic. Resists chemicals and standing water. Epoxyshield<sup>®</sup> 5300 Maxx can be used in combination with decorative chips or an anti-slip additive.

### **Recommended Uses**

Epoxyshield<sup>®</sup> 5300 Maxx can be applied on concrete floors, which are completely clean and dry. It is not recommended to apply on smooth/dense concrete or concrete containing a curing compound, which will prevent a good adhesion. Epoxyshield<sup>®</sup> 5300 Maxx can also be applied on old, good-adhering coatings.

#### Epoxyshield<sup>®</sup> 5300 Maxx Additives:

Epoxyshield<sup>®</sup> Anti-slip Additive (200.0.7) gives an excellent anti-slip finish when mixed with Epoxyshield<sup>®</sup> 5300 Maxx.

Epoxyshield<sup>®</sup> Decorative Chips (505.0.43) are specially designed for use in combination with Epoxyshield<sup>®</sup> 5300 Maxx. The chips adhere permanently to the floor when they are sprinkled in the wet coating. They give a decorative finish and will also mask dirt and rugosity.

## **Technical Data**

Appearance:	Gloss		
Colours:	RAL 1015, 7001, 7035, 6005, 6011, English red		
Density:	Base: 1.32 kg/ltr Activator: 1.13 kg/ltr		
Solids content:	Base: 54.5% by volume Activator: 91.0% by volume		
VOC-content:	53 g/l maximum		
Ready-to-use			
mixture:	53 g/l maximum		
Category:	A/j		
EU limit values:	140 g/l (2007) / 140 g/l (2010)		
Drying times	bij 20°C/50% r.v.		
To handle:	16 hours (suitable for light foot traffic)		
To recoat:	24 hours (suitable for normal foot traffic and heavy items)		
Full hardness:	7 days (suitable for vehicle traffic)		



#### Induction and application time

Allow the mixed products to stand after mixing.

	15-20°C	21-25°C	26-30°C
Start brushing after:	30 minutes	10 minutes	Direct
Start rolling after:	45 minutes	15 minutes	5-15 minutes
Total application time (pot life):	2 hours	1½ hours	1 hours

#### Remark

Since the application time is only 1-2 hours (depending on temperature) it is advisable to apply the product with two persons. Have one person begin trimming edges and have another person begin rolling out the floor as specified.

#### Coverage

Approximately 7m<sup>2</sup>/l depending on the substrate and application method. In general, one coat is sufficient.

#### Surface Preparation

Repair any holes or cracks with EpoxyShield concrete repair products. If the floor is previously painted, remove any loose paint by sanding and scraping. Remove oil and grease using a scrubbing brush and EpoxyShield cleaner/degreaser. Rinse thoroughly with fresh water afterwards. Remove all water and allow to dry completely. Wipe your fingers over the clean, dry floor. If you see any dust or powder, repeat the rinsing until the floor is clean.

# **Directions for Use**

Pour the contents of A into B and stir thoroughly for at least three minutes. Allow mixed product to stand (see table) before rolling the coating on to the surface. Do not leave container in direct sunlight. Mix again before applying.

The product must be used within 1 to 2 hours of initial mixing (pot life, see table). This time decreases at higher temperatures.

Do not mix Paint Chips with Epoxyshield® 5300 Maxx.

# **Application & Thinning**

After the full 60 minutes, use a paint roller (20cm) to apply an even coat of Epoxyshield<sup>®</sup> 5300 Maxx onto the surface. Apply in sections of 1.5 x 1.5 m so that Epoxyshield<sup>®</sup> Decorative Chips can easily be scattered on the freshly coated surface. Maintain a wet edge to prevent lap marks and gloss differences. Sprinkle the decorative paint chips onto the wet film (note: this step may be skipped if chips are not desired. This will not affect the performance of the coating). Immediately continue to coat the next section (note: fresh paint can be applied over the loose chips that lay outside the previously painted area). Only one coat is necessary. **Cleanup:** 

Wash all tools and equipment immediately with warm water and mild detergent. Allow any unused product to harden in the container and discard according to local regulations.

## **Application Conditions**

Apply when air (ambient) temperature is 15-35°C and relative humidity is below 80%. Concrete floors take a long time to warm up; make sure the previous day has also been at least 15°C prior to painting. Minimum floor temperature for painting is 13°C. Painting in midafternoon ensures the best cure.

# Safety

Avoid contact with skin and eyes. For skin contact, wash affected area with soap and water and rinse well. First aid: in case of contact with eyes, flush with cold water for 15 minutes. If swallowed, do not induce vomiting. Drink 1-2 glasses of water or milk. Contact a physician immediately. Keep out of reach of children. Do not take internally.

For further information, consult the Safety Data Sheet and the Safety Information printed on the can.

## Remarks

To ensure best performance, DO NOT PAINT IF THE FOLLOWING CONDITIONS EXIST:

- 1) Sealed concrete: drip a small amount of water onto the surface. If the water beads, a sealer is present and paint may not adhere properly.
- 2) Moisture in the concrete: apply a sheet of plastic (e.g. garbage bag) to the floor. Tape down the edges and leave for 24 hours. If water droplets appear on the inside of the plastic or if concrete appears wet (darker in color), moisture is trapped in the concrete.
- Loose concrete or concrete dust: if the concrete is loose, chipping or has concrete dust present, the coating will not perform properly unless all loose material and dust is removed and damaged areas are repaired.
- 4) Floors treated with a levelling mortar or on anhydride floors.

## Shelf Life / Storage Conditions

Five years from date of production in unopened cans, if stored in dry, well ventilated areas, not in direct sunlight, at temperatures between  $5^{\circ}$  and  $35^{\circ}$  C.