

**Rapid Refloor XP** is designed to be mixed using a low RPM drill (500 rpm) and helix style paint mixing paddle. Mixing with a paint stick is possible but may require additional mixing time and curing results may vary. Material should be preconditioned to 65°-75°F (18°- 24°C) prior to use for best results.

Pre-mix colored resin side (Part A) to completely re-disperse color prior to mixing with isocyanate hardener (Part B). Thoroughly mix both A & B for a minimum of 45 seconds until uniform in color and no streaking is present. **Rapid Refloor XP** is designed for use in concrete floors at temperatures of 32°F (0°C) or higher. If concrete temperature is lower than 32°F, temporary heat tenting, etc. must be used to warm up floor area prior to installing material.

#### IF ADDING AGGREGATE:

Pre-mix Parts A&B as noted above prior to introducing aggregate to the mix. Aggregate should be of engineered type (clean and dry) preferably between 16#-30# grit. Do not use playbox/beach sand. Add up to a maximum of two parts aggregate to one part material depending on desired working consistency and finished appearance.

#### Use of Rapid Refloor XP on Ground and Polished Floors

If using **Rapid Refloor XP** to repair surface defects in conjunction with grinding/polishing decorative concrete floors, we recommend the following:

Install **Rapid Refloor XP** after initial course grind but prior to last metals cut. This will help ensure that any residual staining or shadowing from **Rapid Refloor XP** overfill is removed in second grind. If staining is a critical concern, test on an inconspicuous area first to confirm that any stain is removed during subsequent grinds.

#### Defect Preparation and Repair

Repair area should be completely free of dust, debris, dirt, oils and moisture prior to application of material.

#### SURFACE DEFECTS/SPALLS

Remove all loose concrete chips, spalls, islands, etc. back to structurally sound concrete with a hammer and chisel or dry cut saw equipped with diamond blade.

#### SURFACE DEFECTS/SPALLS (Continued)

Slightly overfill defect and monitor the installation for any seepage. If seepage into defect is detected, dispense additional material to restore flushness with surface. After **Rapid Refloor XP** cures into a hard solid, grind off any excess flush with surface using a medium grit finishing pad (if used neat) or a more aggressive grinding disc if mixed with aggregate.

#### ANCHOR BOLT HOLES

If anchor is still intact, cut off as much of the bolt as possible prior to slightly overfilling defect with **Rapid Refloor XP**.

#### RANDOM CRACKS

Cracks up to 1/8" (3 mm) in width should be cleaned using a soft Nyalox-type wheel or brush prior to filling with neat **Rapid Refloor XP**. Fill/overfill crack with neat **Rapid Refloor XP** and grind off any high spots after cure. When filling non-moving cracks exceeding 1/8" (3 mm) in width aggregate can be added if desired. For cracks where continual movement is suspected, an alternate recommended repair method is to rout out the crack using a diamond blade to a depth of 1/2" (12 mm) to 3/4" (18 mm) and filling the crack with a semi-rigid filler, such as our **Spal-Pro RS 88** Polyurea or **MM-80** Epoxy Joint Fillers.

#### SURFACE PITTING-USE AS GROUTING PRODUCT

For best results in achieving a flush repair surface profile, we recommend pre-filling defects larger than a penny (3/4" diameter) flush/slightly high with neat material and allowing it to cure (approximately 30 minutes) prior to coating the entire floor area with **Rapid Refloor XP**.

#### APPLICATION

Apply material generously on the floor and work into the surface using a metal smoother, rigid edged trowel or screeding device. Monitor surface for air holes resulting from entrapped air and re-apply as needed. In some cases, more than one coat may be required for best results. If two coats are desired, first coat should be ground off prior to installing a second coat. Allow 90-120 minutes for full cure prior to grinding excess off surface. If faster access to floor area is required Metzger/McGuire's **Rapid Refloor Pit Grout** may be a better option. Grinding excess will typically require 80-150 metal bond diamonds.

#### COVERAGE RATES

Coverage rates for **Rapid Refloor XP** will vary substantially depending upon application and whether aggregate is added. To follow are some base guidelines for use in calculating material needs. Please contact our technical services department to discuss possible coverage rates for your specific application.

**Large Surface Spalls** ..... 231 cubic inches per gallon  
**Bolt-Holes (3/4" diameter)**..... Approximately 300 per gallon  
**Grouting** ..... 400 - 800 square feet per gallon  
**Extended Yield When Adding Aggregate:**

1 gallon RRRP to 1 gallon Aggregate: 1.6 gallons  
1 gallon RRRP to 2 gallon Aggregate: 2.2 gallons

### TECHNICAL INFORMATION

#### Typical Physical Properties

Shore D Hardness .....	75-80
Compressive Strength (ASTM D-695), psi.....	4190
Tensile Strength (ASTM D638), psi .....	4300
Elongation at break (ASTM D638), %.....	14-18
Mix Ratio by Volume .....	1:1
Odor .....	Odorless
Shrinkage .....	Negligible