



ALUMINIUM SPRAY

EAN code: 5907588403436 item no.: 0010213 silver

PROPERTIES

Aluminium spray is a fast-drying, acrylic resin based product. Creates an attractive protective layer with high gloss. It is characterized by good adhesion to metal, wood, glass, hard plastic surfaces, etc. Temperature resistant up to 140°C. Can be painted after drying.



METHOD OF USE

Clean and degrease and then sand the metal surface smoothly. Shake the container for about 3 minutes before use and then spray from a distance of about 15-20 cm covering the component thoroughly. After 20-30 minutes the layer is touch resistant. Total drying time: 90 minutes. Optimal use temperature: 16-25°C. After use, invert the container and spray until the valve is empty.

SUBSTRATE

- **metal** sand down, blow off and degrease with "BOLL silicone remover" and then apply the next coat.
- **non-ferrous metals (zinc, aluminium, copper, etc.)** sand down, blow off and degrease with "BOLL Silicone remover" and then apply the next coat.
- **paint coatings** sand down, blow off, degrease with "BOLL Silicone remover" and then apply the next coat.

	Thoroughly clean and mat the surface
	Thoroughly clean and degrease the surface
Amin 1	Shake thoroughly
15-20 cm 1-2x	Spray 1-2 layers from a distance of about 15-20 cm
	Flash-off time between layer: 5 ÷ 10 minutes
1,5h 20°C	Drying time: 90 minutes
	Spray until the valve is empty

PHYSICAL PROPERTIES

-44°C
200°C
-97°C
0,646 g/cm ³
upper: 13,0 % vol. / lower: 0,8 % vol.
90%

STORAGE CONDITION



Protect the product from excessive heat and cold. Avoid direct exposure to sunlight. Store in a dry place.

SHELF LIFE

24 months from the date of production placed on the package.

See Safety Data Sheet.



OTHER INFORMATION

All technical data are approximate values. We advise you to test the material to ensure suitability for your specific application. The producer reserves the right to improve the product and change the technical conditions with the possibility of making changes inside the specification.