

Zhuoan® ZOAN100

Intumescent transparent fire-retardant coating

PRODUCT DESCRIPTION Adopting new formulation and advanced technology, integrated decorative effect and fireproof function together, it is particularly suitable for wooden structure, lumber,OSB, polywood, fiberwood etc., since it could be directly sprayed onto any surface without covering up grains. When suffering fire attack, it can expand and form an uniform char layer, which can effectively delay the spread speed of fire,so endeavour to gain more valuable time for fire fighting.

PRODUCT PARAMETER		
Product Color	Component A: colorless transparent liquid	Component B: brown and translucent liquid
Dry Film Color	Transparent	
Fireproof rating	More than 15mins when film thickness is 0.3mm	
Construction Usage	2 ~ 3 m ² / kg	
Surface Drying Time	15 ~ 30 min	
Hard Drying Time	2.5 ~ 3 hrs	
Termite Proof	YES	
Mildew Proof	YES	
Water Proof	NO	
PH	6-7	
Consturction Ambient Temperature	Between 5°C (41°F) and 30°C (86°F)	
VOC	2g/L	
Shelf Time	6 months	
Application Method	Brush/spray/roller	

MAINLY FEATURES

- ◆With superior fireproof performance and high transparency
- ◆Good adhesion force,elasticity, and no crack or peeling under extreme temperature
- ◆Stable chemical properties
- ◆Anti-mildew and termite resistance
- ◆Easily usage, spray/brush/roller workable

INTENDED USES Widely used for all kinds of wooden structure, include historical relics and finished wooden buildings, hotels, theaters, entertainment venues, ship, computer room and other public facilities construction .

APPLICATIONS		
Requirement	Moisture content of base material should be 8%-13%	
Surface Preparation	The substrate surface must be clean,dry and free from contamination, such as dust,oil stain,water stain,etc.	
Mixing	The paint has two components, mix the A and B components evenly before application	
Mixing Ration	Component A : Component B=16:9	
Construction Method	After mixing A&B components, the liquid is light yellow, but will become transparent after painting&drying.the construction method could be spray, brush, roller. the spray method is recommended if the constnuction area is large,the airbrush caliber is 1.5-2mm.each painting thickness shall be 0.05mm-0.10mm, total painting times depends on the requirement. each painting interval time should be 2-4 hours	
Brush Tool	Wool brush or nylon brush	
Construction Condition	Dont execute construction when temprature is under 5 or air humidity is above 80%. maintain good ventilation	
Notes	Materials is not allowed to remain in hoses, guns or spray equipment. All unused materials should be sealed and, clean all tools timely after using with clean water. It is good to periodically flush the spray tools during the daily work.All surplus materials&empty containers should be properly disposed.	

SAFETY PRECAUTIONS

- ◆This product is intended for use only by professional applicators in industrial situations inaccordance with the advice given on this sheet, the Material Safety Data Sheet and the container(s), and should not be used without reference to the Material Safety Data Sheet(MSDS) .
- ◆All work involving the application and use of this product should be performed in compliance withall relevant national, Health, Safety&Environmental stand-ards and regulations.
- ◆In the event welding or flame cutting is performed on metal coated with this product, dust and fumes will be emitted which will require the use of approp-riate personal protective equipmentand adequate local exhaust ventilation.
- ◆If in doubt regarding the suitability of use of this product, consult us for further advice.

PACKAGE& STORAGE 25kg/set (16kg/barrel+9kg/barrel)

Paints should be stored in dry, shaded conditions and must be protected from freezing at all times during storage and transport. Frozen material shall be discarded, and never thawed and applied. The recommended storage temperature is between 5°C (41°F) and 30°C (86°F). Containers should remain sealed and unopened until needed and used in date order. Shelf life may be reduced at higher storage temperatures.