

APPLICATION: PAINTED SURFACE



STEP 1: CLEANING OF SURFACE

All 'pre-painted' surfaces must first be **high pressure cleaned** using a minimum of 3000 psi to water blast the substrate, removing any existing loose or flaking paint to confirm the integrity of the substrate.

STEP 2: SEALING OF SURFACE

After the surface has been cleaned, and dried it **must be sealed** using Quickwall Primer or Quickwall Polymer diluted at 5:1 Water: Polymer

STEP 3: APPLICATION OF SKIMCOAT

As per Quickwall specifications, when selected Quickwall SKIMCOAT (*see SKIMCOAT specification sheet*) is applied over a 'painted' surface, the Quickwall Polymer used in the SKIMCOAT must be diluted with water at a **2:1 ratio** (2 parts water to 1 part Quickwall Polymer). SKIMCOAT is then allowed to dry before applying the finishing texture coat.

STEP 4: APPLICATION OF SELECTED FINISH COAT

Once SKIMCOAT has been applied, the selected finishing coat is to be applied in accordance to Quickwall specifications. Polymer used in finishing coat is to be diluted with water at a **4:1 ratio** (4 equal parts water to 1 equal part Quickwall Polymer).

STEP 5: PAINT APPLICATION

The finishing texture coat is then allowed to dry 48 hours before applying 2 coats of Quickwall Aquaseal membrane paint– *refer to Aquaseal Specification Sheet for equivalent.*

PLEASE NOTE:

As outlined on the Quickwall SKIMCOAT specification sheet, **the standard manufacturer's warranty does not apply to painted surfaces.** Approved applicators applying Quickwall coatings to previously painted surfaces are not expected to know the condition of the original bond or the type/quality of paint already used on walls or other substrates. If in doubt, please contact a Quickwall technical consultant on 07 40312399 before proceeding with application.

SPECIFICATION

- STEP 1: CLEAN Surface
- STEP 2: SEAL Surface
- 1st Coat: Apply Quickwall **SKIMCOAT**
- 2nd Coat: Apply Quickwall selected Finish
- 3rd Coat: Apply 1 coat of AQUASEAL membrane paint
- 4th Coat: Apply 1 coat of AQUASEAL membrane paint