

Patio Tones

ACRYLIC COATING AND CONCRETE RESTORER

PATIO TONES will greatly enhance the beauty of any concrete patio or pool deck. Plain or worn concrete gives a dull and uninteresting appearance, detracting from the ambiance of the area. PATIO TONES adds life as well as protection.

PATIO TONES is also excellent for the restoration of sprayed and patterned cement-based surfacing systems. Do not apply PATIO TONES over surfaces sealed with epoxy or unknown.

Simply make any necessary repairs, clean the deck according to label instructions, and roll on PATIO TONES. The acrylic formula lets you prepare and coat in one day. The result will be a surface that is safe, beautiful and protected.

Coverage: 90 - 125 sq. per ft. per gallon depending on surface porosity. Available in five-gallon and one-gallon containers. Two coats required on initial application.

APPLICATION IS AS EASY AS 1 - 2 - 3! IN ONE DAY!

All concrete surfaces should be cleaned according to the following three step cleaning process.

Step One:

Scrub the area with a solution of No.910 POOL WASHING COMPOUND (tri-sodium phosphate) and water to remove any oil film.

Step Two:

Scrub the deck with a 10% solution of muriatic acid to remove mineral deposits, and open pores for penetration of PATIO TONES. Neutralize any remaining traces of acid by repeating step one.

Step Three:

PATIO TONES can now be applied directly to a wet surface. However, any puddles should be dissipated. Roll on PATIO TONES using a medium nap roller equipped with an extension handle. Allow first coat to dry four hours (average) before second coat is applied. For more information refer to the label or request Technical Bulletins No.107 and No.141.

PATIO TONES cures overnight. You can enjoy your new surface the next day!

PATIO TONES IS AVAILABLE IN 8 BEAUTIFUL COLORS

NO. W-475
IVORY



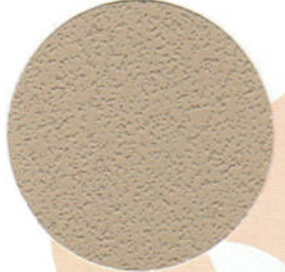
NO. W-469
CHAMPAGNE



NO. W-478
WARM BISCUIT



NO. W-467
SILK STRAW



NO. W-463
DESERT SUN



NO. W-465
SAND VALLEY



NO. W-472
MYSTIC GRAY



NO. W-466
CREEKSTONE

