



WHITE WATERPROOFING ULTRA GRIP™ DRY MIX POWDERED MASONRY COATING

COMMERCIAL GRADE **PRODUCT DATA**
#5842
10 PSI
22 FT **05/24/16**
superseding: 03/07/16

PRODUCT DESCRIPTION:

ULTRA GRIP™ DRY MIX powdered masonry coating is formulated to fill and seal porous masonry walls against water, even under pressure, by becoming an actual part of the original surface. An aggregate type material, **ULTRA GRIP™ DRY MIX** is ideal as a base coat, as well as a finish coat. This economical waterproofer can be used inside or outside, above or below grade. This powdered form of **ULTRA GRIP™** Masonry Coating is the perfect formula for surfaces with extreme efflorescence. It mixes easily with water to make an economical white masonry waterproofing coating.

- Resists 10 psi hydrostatic pressure
- Reduces radon gas penetration
- May be applied to slightly damp surfaces
- For use on cisterns, potable water tanks and systems

ULTRA GRIP™ DRY MIX USES:

ULTRA GRIP™ DRY MIX Powdered Masonry Coating is for use above and below grade, inside or outside, including retaining walls, potable or non-potable water tanks, fish ponds, basements, brick walls, or most any surface consisting of stucco, concrete, brick, cinder and cement blocks.

SURFACE PREPARATION:

Masonry surfaces must be clean and free from dirt, dust, grease, oil, form release compound, frost or paint. Patch all holes or cracks with **ULTRA GRIP™ HYDRAULIC CEMENT**, a fast setting hydraulic cement, and smooth the patch evenly with the surface around it. Check the joint where the floor and wall meet and fill any breaks with **ULTRA GRIP™ HYDRAULIC CEMENT**.

EFFLORESCENCE: Is a white, powdery, crystal-like deposit visible on the masonry surface must be removed.

Muriatic acid, used according to manufacturer's directions, is an effective efflorescence removal agent. All masonry surfaces are subject to occurrences of efflorescence.

PAINTED SURFACES: All previous coatings must be removed by wire brushing, sandblasting or other effective means before applying **ULTRA GRIP™ DRY MIX**.

MIXING PROCEDURE:

Add 2 pints of cold water for each 10 pounds of **ULTRA GRIP™ DRY MIX**. Stir until free of lumps. Thin with an additional 2 pints of water for normal application or 1½ pints of water for heavy application. Stir until smooth. Wait for 15 minutes, restir and apply. Use the same proportions of water and **ULTRA GRIP™ DRY MIX** in succeeding mixes to ensure a uniform color tone. Mix no more material than can be used in 3 to 4 hours.

APPLICATION PROCEDURE:

The area to be painted must be thoroughly dampened with water prior to painting. Do not paint until surface water has been absorbed. Spotty drying indicates that the surface is not uniformly damp.

Wet these areas until the surface absorbs water uniformly. Continue to dampen walls ahead as you paint. When painting under hot or windy conditions, a wetter surface is necessary.

Using a stiff bristle brush, apply with a scrubbing motion. On interior surfaces and in extremely dry conditions, redampen by misting newly painted walls after 6 to 8 hours to improve curing. Apply 2 coats. Allow first coat to dry 12 to 24 hours before applying second coat.

Dampen the first coat before applying second coat. **ULTRA GRIP™ DRY MIX** may also be applied by spraying. For more information on spraying, please inquire. Do not apply on frost covered surfaces or when the temperature is likely to drop below 50°F.

If leaking is still present after two coats, it indicates that pores or pin holes are still open. Paint these areas again. When painting the inside of concrete fish ponds and water tanks, allow **ULTRA GRIP™ DRY MIX** to dry at least one week. Rinse the entire surface of the pond or tank with water. Repeat this rinsing for a total of 4 times to control the alkalinity content of the surface before putting into service.

CLEAN UP:

Clean up all spills, tools and overspray immediately while with warm soapy water.

Ambient Temperature of 77°F and RH of 50%

TECHNICAL SPECIFICATIONS:

Rates & Times May Vary Beyond Specifications

FINISH:	N/A	SPREAD RATE:	210 sq.ft./35 lbs.
COLOR (Tintable):	White Powder	DRY to TOUCH:	12 - 24 Hours
VEHICLE TYPE:	Sand, Cement & Additives	RECOAT:	12 - 24 Hours
SOLIDS by WEIGHT:	100% +/- 2%	CURE TIME:	1 Week
SOLIDS by VOLUME:	100% +/- 2%	SIZES:	35 Pounds
V.O.C.'s (averages):	0 VOC	GALLON WEIGHT:	22.5

Information presented on this Data Sheet has been compiled from sources to be reliable, and is accurate and reliable to the best of our knowledge and belief but is not guaranteed to be so.

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