# **Excel Premium Clearcoat 830**

#### **Surface Preparation**

Mask all adjacent areas to prevent overspray problems. Allow basecoat sufficient dry times. Over OEM use a gray scuff pad.

## **Mixing Ratio**

Mix the components in the order and ratio indicated

# 2:1:1/2

#### **Mixing Ratio**

Excel Premium Clearcoat	2 Parts
Activator (811/812/813/814)	1 Part
Reducer (161/162/163)	1/2 Part
Mixed VOC Ready to Spray	4.4 lb/gal

## Pot Life

Pot Life of activated clear is approximately 3 hours at  $72^{\circ}$  F mixed 2:1:1/2

#### Basecoats

Various basecoat color systems. Be sure to allow correct flash times for best results.

#### **Gun Set-Up**

1.3mm-1.5mm for conventional and HVLP guns.50-60 psi at the gun for Conventional guns.Use mfr. recommended pressure with HVLP.

#### **Clean Up**

Clean equipment immediately after use with Excel Urethane Grade reducer or Excel 99/100 Virgin Lacquer Thinner. Do not leave activated material in the spray gun longer than 3 hours.



#### **Application & Dry Times**

Apply basecoat color per recommended procedures. Note: Allow polyurethane and acrylic enamel basecoat to dry at least 8 hours before applying clear. Mix Premium Clearcoat with appropriate activator and reducer as per instructions. Apply 2 wet coats of clear using 50-60 PSI at gun for a conventional spray gun. Use mfr. recommended pressure and 1.3-1.5 mm fluid tip and cap with HVLP (Set Gun-Set Up). Allow 10 minutes flash between coats. Optional on small jobs (i.e. fenders & doors) one tack coat can be applied followed by one full wet coat with no flash time between coats. Tack coat must be applied evenly. Dry times are 10-15 minutes depending on temperature and activator selection for Dust Free. 30-40 minutes depending on activator speed for Tack Free. Minimum 12 hours air time and Maximum 7 days for Buff Time. 10 minutes flash and bake 30 minutes at 140°F Delivery 6-8 hours for Force Dry. Pot life is 3 hours at 72°F.

#### Safety & Handling

Read all directions and warnings before using this product.