



Product Data Sheet



Ralston Solvent Uni-Primer

Ralston Colour & Coatings B.V.

Russenweg 14 - 8041 AL Zwolle
P.O. Box 205 - 8000 AE Zwolle
The Netherlands
T +31 38 429 11 00
F +31 38 421 04 14
E info@ralstoncolour.com
I www.ralstoncolour.com

Description

Fast-drying, universal anticorrosive primer based on epoxy ester.

Application

Exterior and interior, as a universal primer on (pre-treated) metal, plastic and wood.

Principal characteristics

- good adhesion
- anticorrosive
- good flow and (edge) coverage
- fast-drying
- easy to apply
- suitable in combination with all paint systems

Colour and gloss

White, other colours available through the Ralston ALK tinting system
Mat

Basic data

At 20°C and 65% R.H.

Density:	approx. 1.16 kg/dm ³
Viscosity:	approx. 90 K.U.
Solids content:	approx. 42 volume %
Dust-dry:	approx. 0.5 hours
Recoatable:	approx. 5 hours

Spreading rate and film thickness

Film thickness

min. 35 microns dry (approx. 90 microns wet)

Theoretical spreading rate

At 35 microns dry film thickness: 11.4 m²/l

Practical spreading rate

Dependent on application method 60 - 85% of the theoretical spreading rate.



Product Data Sheet

Ralston Solvent Uni-Primer (continued)

Application conditions

- Ambient and surface temperature: min. 5°C
- Surface temperature: min. 3°C above dew point
- Relative humidity: max. 85%

Instructions for use

- Stir well before use
- Dilution: ready to use, slightly dilute with white spirit if desired
- Clean tools with white spirit

Product details

- Package: 1 liter – W and BTR
- Storage: in unopened, original package at a cool, dry and frost-proof area
- Maximum usage period: 6 months

Environment and health

- Flash point: 25°C
- Safety regulations: National legislation regarding safety, health and environment applies to users. For more information and current data, see the latest version of the Material Safety Data Sheet.

N.B.: Characteristics and technical data are dependent on the colour. Values mentioned are averages.

- BW = Base White
BTR = Base Transparent
W = White

