



SHIPPING

Boothcoat 1700 is shipped in 1 gallon metal cans, 5 gallon plastic buckets, or 55 gallon open head plastic drum.

BOOTHCOAT 1700

Paint Booth Coating

Description

Boothcoat 1700 is a temporary peelable coating for paint spray-booth walls, ceilings, floors and other surfaces where paint over spray accumulation must be readily removed. Boothcoat 1700 can be used as a peelable coating on steel surfaces to eliminate flash rusting or as protection on glass, Plexiglass, rubber, cement, aluminum and many other hard surfaces. Boothcoat 1700 represents the ultimate in non-solvent peelable coatings. It is well stabilized against brittleness and it will not be softened or penetrated by most solvent-based paints. Boothcoat 1700 has no VOC's.

Recommended Application

1

Perform patch test.

2

Apply 10-12 mils wet film to clean, dry surfaces.

Boothcoat 1700 is normally used as received. It is applied by airless spray, roller or brush.

Benefits

Multifunctional products.

Efficient delivery systems that make it economical to treat hard-to-protect items.

Easy application.

Zero VOC

Health & Safety

Please see separate Safety Data Sheet.

Storage

Store at temperatures between 5°C - 25°C. DO NOT ALLOW LIQUID TO FREEZE. Boothcoat 1700 has a shelf life of 1 year from date of manufacture.

Patch Test

Because it is difficult to determine the type and condition of the surface, perform a small patch test first. It will determine the peelability of the coating on your particular surface, it will define the coverage and the approximate amount of time required for it to work and to remove off of surface.

Similar Products

Boothcoat 1700 has a lower gloss compared to Boothcoat 5201.

Application

Application temperature is ambient to no lower than 60° F. If using airless equipment, use .015 or .017 nozzle at a set pressure of 1200-1500 PSI. With conventional air spray, we recommend Binks nozzle #68PB with needle #368 at a pressure of 35-55 PSI.

Tack Free Drying time

.....

•

[illegible]

•

.....

•

.....