



BDC Product	Sizes	Ratio A:B	Sq Ft / Gallon	Cure Time (to touch)	Pigmented/Clear /Both	Available in Satin	Solids
1204	1.5-gal 15-gal	2:1	200-300	4 hours @77°F	BOTH	NO	100%
Vapor Seal	1.5-gal 15-gal	2:1	150-225	6-7 hr @ 77°F	BOTH	NO	100%
3100	1.5-gal 15-gal	2:1	175-250	6-7 hr @ 77°F	BOTH	NO	100%
3100AM Antimicrobial	1.5-gal 15-gal	2:1	175-250	6-7 hr @ 77°F	BOTH	NO	100%
3300	1.5-gal 15-gal	2:1	175-250	11-12 hr @ 77°F	BOTH	NO	100%
3300 w/ UV	1.5-gal 15-gal	2:1	175-250	11-12 hr @ 77°F	BOTH	NO	100%
7200G Crack Patch Gel	64-oz 2-gal	1:1		4-8 hr @ 77°F (depends on thickness)	CONCRETE GREY	NO	100%
9510 CRU	1-gal 10-gal	1:1	300	6-7 hr @ 77°F	BOTH	—	62%
9500AM CRU Antimicrobial	1-gal 10-gal	1:1	300	6-7 hr @ 77°F	BOTH	NO	62%
9510 CRU Satin	1-gal 15-gal	1:2	300	6-7 hr @ 77°F	CLEAR ONLY	YES	65%
9600 Waterbased CRU	1.5-gal 15-gal	1:2	300	6-7 hr @ 77°F	CLEAR ONLY	YES	52%
9700 Polyurea	1-gal 10-gal	1:1	200-250	1.5-3 hr @ 77°F	BOTH	NO	73%
70-30 Aliphatic Urethane	1-gal	1 part	300-350	5-6 hr @ 77°F	CLEAR ONLY	YES, add powder on job	30%
70-45 Aliphatic Urethane	5-gal		300-350				45%
1530 Stoneglaze	1-gal 5-gal	1 part	300	15-30 min @ 77°F	CLEAR ONLY	YES	25%



BDC Product	USES
<b>1204</b>	Use as primer for epoxy floor system when speed is necessary. Do NOT use when moisture is present in concrete. Can thin out with 16oz xylene or ¼ gal acetone for 1 ½ gal of epoxy for penetration. Trowel, then backroll.
<b>Vapor Seal</b>	Use as primer for epoxy floor system when moisture or vapor pressure is present in concrete. Use Calcium Chloride test first. Use two coats if vapor pressure is between 10 - 15lbs. Do not use for over 15-lbs of pressure.
<b>3100</b>	Use as basecoat or topcoat for epoxy floor system. Cycloaliphatic epoxy. Very high quality and fast cure. More expensive than 3300 Epoxy. Sell when need speed, not price.
<b>3100AM / 9500AM Antimicrobial</b>	Use either product as a topcoat when Antimicrobial/Antifungal/Antimildew qualities are needed. 3100 is a Cycloaliphatic epoxy. CRU is an Aliphatic Urethane.
<b>3300</b>	Use as basecoat or topcoat for epoxy floor system. Cycloaliphatic epoxy. Very high quality with slow cure. Less expensive than 3100 Epoxy. Sell when need price, not speed. Do not cut back with solvents (outgassing). Best to squeegee/trowel and backroll.
<b>3300 w/ UV</b>	Use as basecoat or topcoat for epoxy floor system. Cycloaliphatic epoxy with special UV inhibitors to slow down yellowing process from sun. Still, do not sell it outdoors, as it will eventually yellow.
<b>7200G Crack Patch Gel</b>	Flexible epoxy paste. Use to patch cracks in concrete, wood, or masonry. In concrete, first chase out cracks to ¼". Then apply paste smooth, wait for cure, then sand smooth.
<b>9510 CRU and 9510S Satin CRU</b>	Use as topcoat for epoxy floor system or as a concrete sealer. To use as topcoat, cut with 16oz-32oz acetone per gallon. To use as sealer, cut back with acetone 50%. Pour, squeegee/trowel, and backroll. IMPORTANT: DO NOT USE SATIN CRU DIRECTLY OVER CONCRETE. First apply coat of gloss to avoid whitening.
<b>9600 WB CRU</b>	Aliphatic waterbased urethane. Mix parts A and B together thoroughly. Add 32-64oz of water per 1 ½ gallons CRU, mix again and dip and roll product. Over 1 hour of working time.
<b>9700 Polyurea</b>	Use squeegee or notched trowel to spread product and then backroll lightly with 3/8" non-shedding nap. Very fast cure and high build topcoat. Non-yellowing. Great topcoat over paintchips. Do not cut back with solvent.
<b>70-30, 70-45</b>	Aliphatic Urethane sealer for concrete surfaces. Can be either rolled or sprayed. Apply up to 2 coats. Will last 3-4 years outdoors in medium traffic areas.
<b>1530 Stoneglaze</b>	Solvenated Acrylic Lacquer for use as sealer/glaze for concrete surfaces. Can be either rolled or sprayed. Apply up to 2 coats. Will last around 9-12 months outdoors in medium traffic areas before necessary recoat.
<b>Paintchips</b>	For full broadcast, apply up to 1-lb chips for every 10 ft <sup>2</sup> into wet epoxy basecoat. For light broadcast, apply 1-lb chips for every 100 ft <sup>2</sup>