The Digital Kolor Shapes are photographed painted shapes and are close representations to the actual color. We recommend painting and using test panels for a more accurate final color match.

The Digital Kolor Shapes represent a sample of our color offering. They are for color reference only, and not intended to show limitation to the product line. Additional color combinations are easily achievable with House of Kolor, and the possibilities are virtually endless.
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HOUSE OF KOLOR® DIGITAL KOLOR SHAPES

MF02 - SILVER MINI FLAKE over BC25
F14 - RAINBO FLAKE over BC25
F15 - SILVER FLAKE over BC25
F16 - LITE GOLD FLAKE over BC25
F17 - DARK GOLD FLAKE over BC25
F18 - ORANGE FLAKE over BC25
F19 - APRICOT FLAKE over BC25
F20 - RED FLAKE over BC25
F21 - FUSCHIA FLAKE over BC25
F22 - ROYAL BLUE FLAKE over BC25
F23 - GREEN FLAKE over BC25
F24 - ABALONE FLAKE over BC26
F28 - KAMEN BLUE FLAKE over BC25
F31 - RICH GOLD FLAKE over BC25
F32 - FIREBALL FLAKE over BC25
F33 - FINE RAINBO FLAKE over BC25
F34 - PINK ROSE FLAKE over BC25
F61 - MINI KAMEN BLUE FLAKE over BC25
F64 - MINI RICH GOLD FLAKE over BC25
F65 - MINI FIREBALL FLAKE over BC25
F66 - MINI PINK ROSE FLAKE over BC25
UMF01 - ULTRA GOLD MINI FLAKE over BC25
UMF02 - ULTRA SILVER MINI FLAKE over BC25

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IMPORTANT NOTE: This document includes information on UC01 and UFC01. These products are for sale outside the United States only.

READ ALL INSTRUCTIONS THOROUGHLY BEFORE YOU BEGIN.

Our products are for use by trained professional personnel using proper production automotive spray equipment suitable for the paint to be sprayed. Proper spray booth, air system, respirator and basic spray painting ability are required.

We do not recommend painting in temperatures below 70°F. Although House of Kolor® is designed with high film build in mind, we do not recommend any finish that exceeds 15 mils in thickness. This would include the sanded OEM finish and the Kustom Paint finish.

NOT INTENDED FOR USE BY THE GENERAL PUBLIC.

For controlled results, House of Kolor® recommends products be used as a “total system.” We do not recommend the intermixing of various manufacturer’s products. This is only asking for trouble. No professional or amateur should run the risk of a job failure. Custom painting is complicated enough without gambling on untested product compatibility. Apply only over House of Kolor® primers/sealers and/or properly prepared OEM paint. Do not apply House of Kolor® products over alkyd or synthetic enamels, uncatalyzed acrylic enamel, primers, sealers or topcoats that may not be coated with lacquer. You must control every step of the preparation including the products used for a successful paint job. Any unknowns such as existing primer, old paint, etc. can become the weak link in the custom painter’s chain.

IMPORTANT: The data in this manual represent typical values obtained by the methods indicated. Since application variables are a major factor in product performance, this information should serve only as a general guide. Valspar assumes no obligation or liability for use of this information. Unless Valspar agrees otherwise in writing, Valspar makes no warranties, express or implied, and disclaims all implied warranties including warranties of merchantability or fitness for a particular use or freedom from patent infringement. Valspar will not be liable for any special, incidental or consequential damages. Unless Valspar agrees otherwise in writing, Valspar’s only obligation for any defect in this product under any warranty that Valspar provides or under any other legal theory will be to replace the defective product, or to refund its purchase price, at Valspar’s option.

CAUTIONS
Read Cautions and Warnings on all product can labels

TECHNICAL DATA
Material Safety Data Sheets available upon request.

TECHNICAL ASSISTANCE
(800) 845-2500

The National Rule and SCAQMD Rule 1151 both make distinctions between base coat and mid coat application. The VOC calculations are different depending on which application procedure is chosen. It is important to know whether the system you are using is classified as base coat/clear coat or as a mid coat/multistage system.

All Shimrin® Base coats may be applied as either a base coat or mid coat. Shimrin® Base coats include the following codes: BC, FBC, NE, PBC, PC, SG, MB, KBC, and KF. Kosmic Kolor® Urethane Kandys and Solid Color Base coats may also be applied as a base coat or mid coat. Their codes are: UK, UB, and UFB.

BASE COAT APPLICATION

Applying the above products directly over the sealer, Ko-Seal® II (KS10, KS11, KS210, KS211, KS212) will classify the products as basecoats. The VOC limit for base coat/clear coat application would apply. Refer to Ko-Seal® II Sealer Recommendation Chart to choose the right sealer color for your application.

Example: KD2000 DTM Primer, KS10 Sealer, Shimrin® Base coat, Clear coat

base coat / clear coat

MID COAT APPLICATION

Applying any Shimrin® or Kosmic Kolor® coat over BC25, BC26, OR ANY Shimrin® Base coat will classify those products as a mid coat. This would apply whether or not a sealer was used. The VOC limit for mid coat/multistage application would apply.

Example: KD2000 DTM Primer, KS10 Sealer, BC26, Shimrin® Base coat, Clear coat

base coat / mid coat / clear coat

VERY IMPORTANT VOC INFORMATION FOR CALIFORNIA USERS

The South Coast Air Quality Management District (Rule 1151) rule goes into effect January 1, 2009. This district consists of the following areas:

- Los Angeles County
- Orange County
- Western San Bernardino County
- Western Riverside County

The San Joaquin Valley Air Quality Management District (Rule 4602 and 4612 Phase II) rule goes into effect January 1, 2009. This district consists of the following areas:

- San Joaquin County
- Stanislaus County
- Madera County
- Merced County
- Fresno County
- Kings County
- Tulare County
- Western Kern County

If you intend to do your custom paint job in any of the above listed areas after the dates stated, you must only use the products listed and follow the directions as outlined in this manual under California Products and application procedures, Appendix A.
MATERIAL AND USAGE

RECOMMENDATIONS

Custom finishing has unusually high product performance requirements that products designed for normal collision repair do not offer. For a durable, long lasting custom paint job, please refer to the below quick reference guide.

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| Step 1 KP or KD Epoxy Primer Plus Activator
Ko-Seal® II Plus Hardener & Reducer
(Do Not Use Over Bare Metal) | Shimrin® Base Coat Plus Reducer | Shimrin® Base Coat Plus Reducer |
| Step 2 KS Ko-Seal® II Plus Hardener & Reducer | Shimrin® Base Coat Plus Reducer | Shimrin® Base Coat Plus Reducer |
| Step 3 Shimrin® Base Coat Plus Reducer | Shimrin® Base Coat Plus Reducer | Shimrin® Base Coat Plus Reducer |
| Step 4 UK Kandy (Optional) Plus Reducer & Hardener | UK Kandy (Optional) Plus Reducer & Hardener | UK Kandy (Optional) Plus Reducer & Hardener |
| Step 5 UC or UFC Clear Plus Reducer & Hardener | UC or UFC Clear Plus Reducer & Hardener | UC or UFC Clear Plus Reducer & Hardener |

NOTE:
The key to a durable custom finish that will not chip or crack is the foundation. House of Kolor’s KP & KD Epoxy Primers have been designed to offer superior adhesion, flexibility, and protection against body filler bleed through that other conventional urethane primers do not offer. KP & KD Epoxy Primers can be used over the original finish but it is not necessary.

Ko-Seal® II is always recommended when doing custom finishing. They do three things:
1. Improve the adhesion between the substrate and the base coat.
2. Improve color holdout.
3. Make the vehicle one color so fewer coats are required thereby reducing the amount of material needed and reducing the film build.

Due to the UV sensitivity of some of the pigments we use and the extreme film build often associated with custom painting only use House of Kolor UC & UFC Clears. These clears were designed for the high film build. They offer a hard, flexible finish with a higher UV resistance than other clears designed for collision repair.

If your vehicle has previously been refinished, we recommend removing this to the original finish or to bare metal. Again the key to a durable custom paint job is the foundation. A chain is only as strong as its weakest link.

Please read, understand, and follow this manual before you begin your custom paint job.

BEFORE YOU BEGIN

READ ALL INSTRUCTIONS THOROUGHLY.

We do not recommend painting in temperatures below 70°F.

GENERAL INFORMATION

Poor preparation can cause future topcoat problems. Sand the original finish well. Use our KP2CF, or K02000 activated Epoxy Primers over bare metal, body work, and for build at deep sanded areas on OEM Finishes.

1. BODY WORK

Prepare vehicle using special custom painting methods.
A. Before any sanding, use KC10 Wax & Grease Remover to remove any tar, wax, or grease.
B. Grind away paint and primer in areas requiring body work.
C. Always be aware that your hands can transfer body oil, so keep a rag between you and the surface to be primed or painted and avoid touching the vehicle with your bare hand.
D. Use power tools to get close when sanding filler. Then block sand. Keep the block front to rear, but crossing to prevent flat spots.
E. Always prime with our KP2CF or K02000 Primers. Allow proper cure time to prevent shrinkage.
F. Guide coat your primer so when you block sand, your sand scratches and low spots are revealed.

PLEASE REFER TO SANDING GRIT RECOMMENDATIONS ON PAGE 59 FOR FINAL SANDING PRIMERS.

2. PRIMERS

Many bases are susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, strip bare (or to OEM primer) and prime with our KP2CF or K02000 Epoxy Primers. See tech sheets for more information on KP & KD Primers.

NOTE: OEM (Original Equipment Manufacturer) coatings work well as a base for your paint job.

3. FOR EXISTING FINISHES

Surface should be free of wax, grease and foreign materials. Use KC10 Wax & Grease Remover prior to any sanding. For post-sanding, use our KC20 to remove any sanding residue for final wash.

PLEASE REFER TO THE SANDING RECOMMENDATION CHART ON PAGE 59 FOR FINAL SANDING OF OEM FINISHES.

Apply 1-2 coats of Ko-Seal® II (sealer). Let dry for 1 hour, but no longer than 2 hours before top coating.

NOTE: Do not attempt to apply a custom paint job on an OEM finish that is in excess of 6 mils, as paint failure can result from excessive film build. In other words, if the vehicle has been repainted, it is strongly suggested to either strip it back to the original finish, or better yet, to bare metal.

NOTE: In custom work, sealers should always be used as the ground coat. They improve adhesion, color and gloss holdout, and make the vehicle all one color for quicker hiding with the base coats.
GENERAL INFORMATION

KP2CF is a hi-solids, activated, Chromate Free Epoxy Sandable Primer. KP2CF primer may be applied to the existing OEM finish, bare steel, aluminum, fiberglass, and galvanized surfaces. Its tenacious adhesion, hi-build, excellent durability, water and corrosion resistance, and ease of sanding make it a logical choice for the basis of a long lasting paint job. KP2CF Epoxy Primer:
- Resists cracking for years and years
- Cures for sanding and finishing in 12-24 hours at 70°F.
- Prevents plastic filler staining or bleed through
- Will not stain, shrink, or swell from sand scratches

KP2CF Epoxy Primer is the first step to a great long lasting custom finish.

1. SUBSTRATE
- OEM finish
- Body fillers
- Bare steel
- Bare aluminum
- Bare fiberglass
- Galvanized surfaces

2. PREPARATION

Read “TECH PREP” thoroughly before you begin painting. Surface to be primed should be free of wax, grease, rust, etc. Clean with KC10 prior to sanding.

Do not apply KP2CF over uncatalyzed primers. KP2CF may be applied over properly prepared OEM factory primers and finishes, but for maximum adhesion and corrosion protection it is best to apply KP2CF directly to the bare substrate. Ko-Seal® II may be applied over properly prepared previously painted surfaces. See Ko-Seal® II Tech Sheet for application information.

NOTE: PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR BARE METAL AND OLD FINISH SANDING.

NOTE: DO NOT USE ANY ACID BASE PRODUCTS SUCH AS SELF ETCHING PRIMER, ETC. UNDER THE KP2CF PRIMER. THIS WILL ALMOST CERTAINLY CAUSE AN ADHESION PROBLEM.

NOTE: IF YOU FIND IT NECESSARY TO USE A METAL CONDITIONER TO REMOVE RUST, ETC., BE SURE TO THOROUGHLY CLEAN AND NEUTRALIZE THE TREATED AREA FOLLOWING THE CONDITIONER MANUFACTURERS RECOMMENDATIONS. USING OUR KC20 POST SANDING CLEANER WITH A MAROON SCUFF PAD TO INSURE ALL ACID RESIDUE HAS BEEN REMOVED BEFORE PRIMING. IF NOT, THIS WILL ALMOST CERTAINLY CAUSE AN ADHESION PROBLEM.

3. SANDING

Striping the old finish
- Minimum 80P grit DA sandpaper
- Minimum 80P grit DA sandpaper
- Minimum 40P grit UNDER the areas being filled
- 80P grit over the body filler

OEM Finish
- 80P to 180P grit DA Sandpaper

4. COMPONENTS
- KP2CF part A (Yellow Primer)
- KP2CF part B (Blue Activator)
- RU310 (Fast) or RU311 (Medium) Reducer

5. MIXING KP2CF EPOXY PRIMER
- 1 part KP2CFA (Yellow)
- 1 part KP2CBB (Blue)
- Up to 10% RU Reducer (optional)

KP2CF Epoxy Primer is a two part system. Aggressively mix KP2CF Part A Primer and KP2CF Part B Activator thoroughly before mixing the two parts together. Add up to 10% RU reducer for improved sprayability and flow out. A 10% reduction will give approximately 1 mil dry film thickness per coat. Always measure, do not guess. Stir mixed components well to ensure a thorough cure, use a paint shaker for best results. No incubation time is needed. Pot life is 3 hours at 70°F. Shop conditions can vary pot life.

6. GUN SET UP

- Conventional Gun = 45 to 55 PSI
- HVLP Gun = 10 PSI at the cap
  (Refer to spray gun manufacturer’s recommendations)
- Needle/Nozzle = 1.5 to 1.8
  (Depending on the size of object being painted)
- Trigger Pull = Full
- Air Brush = Not Recommended

NOTE: Most gun manufacturers make inexpensive primer guns that can be dedicated for primer surfacer use only.

7. APPLYING KP2CF EPOXY PRIMER

Strain mixed primer into gun. Apply 2-3 wet coats with 50% pattern overlap. Allow 2 extra coats over body work. Allow flash time between coats (flashes dull). KP2CF FLASH TEST - - Allow Primer to dry dull before next coat is applied. Usually 5-10 minutes.

NOTE: KP2CF PREVENTS BLEED THROUGH OF STAINS IF MILLAGE IS 2 MILS (AFTER SANDING) OR ABOVE. APPROXIMATE BUILD IS 1 MIL PER COAT WITH 10% REDUCTION USING A PRIMER GUN.

8. GUIDE COAT

Prior to sanding, apply a Guide Coat. During the sanding process, the contrasting color of the guide coat will remain in pits and scratches and become a guide telling you how much sanding is required to smooth the KP2CF. Remove the guide coat and a few more sanding strokes and move on. Be careful so you don’t expose any body filler. If the primer is less than 2 mils after sanding, bleed through of filler is possible.

9. SANDING

- Initial Block Sanding (optional, see info below)
  - 100P to 150P grit dry sandpaper
- Finish Sanding
  - Dry Sandpaper = 280P to 320P grit (CAMI grade = 240 to 280 grit)
  - Wet Sandpaper = 400 to 500 grit (PEPA grade 600P to 800P grit)
  - Tight Areas (door jams, etc.) = Maroon scuff pad

Block sand wet or dry. If BODY FILLER IS EXPOSED, RE-PRIME WITH KP2CF TO PREVENT STAINING. May dry sand KP2CF with 100 or 150 grit, then re-prime with 2 or 3 more coats of KP2CF. KP2CF may also be wet sanded. Then simply seal coat with our Ko-Seal® II and apply topcoats.

PLEASE REFER TO SANDING GRIT RECOMMENDATIONS.

NOTE: Do not use alkyd or synthetic sealers or primers with House of Kolor® products as lifting may occur.

NOTE: To prevent bleeding or discoloration of base coats caused by body fillers, at least 2 mils of primer must remain after sanding. (1 coat equals approximately 1 mil when sprayed with production equipment using 10% reduction, and a 50% pattern overlap).

10. DRY TIME

Allow dry time. We recommend 12-24 hours before sanding and finishing when 3 coats of KP2CF is used at 70°F. Longer dry times are needed if more than 3 coats are applied. KP2CF may also be force dried at 140°F for 45 minutes for faster sanding. After finish sanding, the vehicle is ready for Ko-Seal® II, followed by base coats and topcoats.

11. CLEAN UP

Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

NOTE: KP2CF has tenacious adhesion and it is highly recommended the needle and fluid tip be removed and thoroughly cleaned. This will assure the gun will work properly when used the next time.
GENERAL INFORMATION
KD2000 Direct to Metal Epoxy Primer was formulated with a hybrid of epoxy and acrylic polymers, which provide excellent adhesion, good corrosion resistance, productive dry times, and ease of sanding. These primers emit very low amounts of Volatile Organic Compounds (VOCs), Hazardous Air Polluting Solvents (HAPS), and contain no isocyanates.
KD2000 may be applied to the existing OEM finish, bare steel, aluminum, fiberglass, and galvanized surfaces. Its tenacious adhesion, hi-build, excellent durability, and water and corrosion resistance make it a logical choice for the basis of a long lasting paint job. KD2000 Epoxy Primer:

- resists cracking for years and years
- cures for sanding and finishing in 3 hours at 70°F
- prevents plastic filler staining or bleed through
- will not stain, shrink, or swell from sand scratches

KD2000 Direct to Metal Epoxy Primer is the first step to a great long lasting custom finish.

1. SUBSTRATE
- OEM finish
- Body fillers
- Bare steel
- Bare aluminum
- Bare fiberglass
- Galvanized surfaces

2. PREPARATION
Read “TECH PREP” thoroughly before you begin painting. Prepare vehicle using normal methods for acrylic lacquer or urethane. Surface to be primed should be free of wax, grease, rust, etc. Clean with KC10 prior to sanding. Do not apply KD2000 over uncatalyzed primers. KD2000 may be applied over properly prepared OEM factory primers and finishes, but for maximum adhesion and corrosion protection it is best to apply KD2000 directly to the bare substrate. Ko-Seal® II may be applied over properly prepared previously painted surfaces. See Ko-Seal® II Tech Sheet for application information.

NOTE: PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR BARE METAL AND OLD FINISH SANDING.

NOTE: DO NOT USE ANY ACID BASE PRODUCTS SUCH AS SELF ETCHING PRIMER, ETC. UNDER THE KD2000 PRIMER. THIS WILL ALMOST CERTAINLY CAUSE AN ADHESION PROBLEM.

NOTE: IF YOU FIND IT NECESSARY TO USE A METAL CONDITIONER TO REMOVE RUST, ETC., BE SURE TO THOROUGHLY CLEAN AND NEUTRALIZE THE TREATED AREA FOLLOWING THE CONDITIONER MANUFACTURER’S RECOMMENDATIONS. THEN USING OUR KC20 POST SANDING CLEANER WITH A MAROON SCUFF PAD TO INSURE ALL ACID RESIDUE HAS BEEN REMOVED BEFORE PRIMING. IF NOT, THIS WILL ALMOST CERTAINLY CAUSE AN ADHESION PROBLEM.

3. SANDING
Striping the old finish
- Minimum 80P grit DA sandpaper
- Minimum 80P grit DA sandpaper

Body fillers
- Minimum 40P grit UNDER the areas being filled
- 80P grit over the body filler

OEM Finish
- 80P to 180P grit DA Sandpaper

4. COMPONENTS
- KD2000 (Primer)
- KDA2000 (Activator)
- RU310 (Fast), RU311 (Medium) Reducer, or RU300 Exempt Reducer

5. MIXING KD2000 EPOXY PRIMER
- 4 parts KD2000 (Primer)
- 1 part KDA2000 (Activator)
- Up to 10% RU Reducer (optional)

KD2000 Epoxy Primer is a two part system. Aggressively mix KD2000 Primer thoroughly before mixing the two parts together. Add up to 10% RU reducer for improved sprayability and flow out. A 10% reduction will give approximately 1 mil dry film thickness per coat. Always measure, do not guess. Stir mixed components well to ensure a thorough cure, use a paint shaker for best results. No incubation time is needed. Pot life is 2-3 hours at 70°F. Shop conditions can vary pot life.

6. GUN SET UP
- Conventional Gun = 45 to 55 PSI
- HVLP Gun = 10 PSI at the cap
- Needle/Nozzle = 1.5 to 1.8
- Trigger Pull = Full
- Air Brush = Not Recommended

7. APPLYING KD2000 EPOXY PRIMER
Strain mixed primer into gun. Apply 2-3 wet coats with 50% pattern overlap. Apply 2 extra coats over body work. Allow flash time between coats (flashes dull). KD2000 FLASH TEST - Allow Primer to dry dull before next coat is applied. Usually 5-10 minutes.

NOTE: KD2000 PREVENTS BLEED THROUGH OF STAINS IF MILLAGE IS 2 MILS AFTER SANDING OR ABOVE. APPROXIMATE BUILD IS 1 MIL PER COAT WITH 10% REDUCTION USING A PRIMER GUN.

8. GUIDE COAT
Prior to sanding, apply a Guide Coat. During the sanding process, the contrasting color of the guide coat will remain in pits and scratches and become a guide telling you how much sanding is required to smooth the KD2000. Remove the guide coat and a few more sanding strokes and move on. Be careful so you don’t expose any body filler. If the primer is less than 2 mils after sanding, bleed through of filler is possible.

9. SANDING
Initial Block Sanding (Optional, see info below)
- 100P to 150P grit dry sandpaper
- Finish Sanding
- Dry Sandpaper = 280P to 320P grit (CAMI grade = 240 to 280 grit)
- Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
- Tight Areas (door jams, etc.) = Maroon scuff pad

Block sand wet or dry. IF BODY FILLER IS EXPOSED, RE-PRIME WITH KD2000 TO PREVENT STAINING. May dry sand KD2000 with 100 or 150 grit, then re-prime with 2 or 3 more coats of KD2000. KD2000 may also be wet sanded. Then simply seal coat with our Ko-Seal® II and apply topcoats.

PLEASE REFER TO SANDING GRIT RECOMMENDATIONS.

NOTE: Do not use alkyd or synthetic sealers or primers with House of Kolor® products as lifting may occur.

NOTE: To prevent bleeding or discoloration of base coats caused by body fillers, at least 2 mils of primer must remain after sanding. (1 coat equals approximately 1 mil when sprayed with production equipment using 10% reduction).

10. DRY TIME
Allow dry time. We recommend 3-6 hours before sanding and finishing when 3 coats of KD2000 is used at 70°F. Longer dry times are needed if more than 3 coats are applied. KD2000 may also be force dried at 140°F for 45 minutes for faster sanding. After finish sanding, the vehicle is now ready for Ko-Seal® II, followed by base coats and topcoats.

11. CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).
General Information

Ko-Seal® II is a two component acrylic urethane primer sealer. Ko-Seal® II has two series of products: one series meeting the VOC requirements for National Rule and one series meeting the VOC requirements for SCAQMD Rule 1151.

**National Rule Compliant Products**
- KS10 White Primer Sealer
- KS11 Black Primer Sealer
- KS12 Metallic Primer Sealer

**SCAQMD Rule 1151 Compliant Products**
- KS210 White Primer Sealer
- KS211 Black Primer Sealer
- KS212 Metallic Primer Sealer

**NOTE:** KO-SEAL® II CAN NOT BE APPLIED OVER BARE METAL SURFACES OF ANY KIND. KO-SEAL® II MUST BE APPLIED OVER SANDED AND CLEAN PRIMER OR PROPERLY PREPARED AND SANDED PREVIOUSLY PAINTED SURFACES FOR PROPER ADHESION.

**NOTE:** Ko-Seal® II may be used as a ground coat color for our Shimrin® bases. After Ko-Seal® II has dried for one hour, topcoat with Shimrin® bases per the appropriate tech sheet. Ko-Seal® II may be tinted up to 5% by volume with any KK Kandy concentrate to achieve hundreds of different color combinations.

Ko-Seal® II is a high quality sealer designed to:
- Act as a bond coat between primer and top coats.
- Act as a holdout agent to prevent topcoats from soaking into the primer and reducing gloss.
- Make the object to be painted an appropriate color for faster coverage of top coats.
- Can be applied over properly prepared and sanded previously painted OEM surfaces, KP-, or KD-Series House of Kolor® Primers for proper adhesion of topcoats.

Ko-Seal® II is a high quality acrylic urethane catalyzed primer sealer designed to be used with either our Kustom Kolor® Acrylic Lacquer or Kosmic Kolor® Urethane Enamel systems. Ko-Seal® II is an excellent ground coat for base coat application. Choose the appropriate color for the base coat system and color that is going to be applied. Ko-Seal® II (KS11 / KS211) black and (KS10 / KS210) white colors may be intermixed for various shades of gray, also KK Koncentrates can be added to both (KS10 / KS210) white and (KS12 / KS212) silver for a closer match to the base coat or top coat color.

See Ko-Seal® II Color Reference Chart for proper color selection.

1. **Substrate**
   - OEM finish
   - KP & KD Epoxy Primers

2. **Preparation**
   Read "TECH PREP" thoroughly before you begin painting. Use only House of Kolor®'s KP or KD Epoxy Primers over bare metal substrates or metal substrates with body work. See tech sheet for more information on KP and KD Epoxy Primers.

3. **Sanding the Substrate**
   - Dry Sandpaper = 280P to 320P grit (CAMI grade = 240 to 280 grit)
   - Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
   - Tight Areas (door jams, etc.) = Maroon scuff pad

4. **Components**
   - KS Ko-Seal® II
   - KU150 Catalyst
   - RU310 (fast), RU311 (medium), RU300 (exempt) urethane reducer

5. **Mixing Ko-Seal® II**
   - 4 parts Ko-Seal® II
   - 1 part KU150 Catalyst
   - 1 part RU-reducer
   
   **FOR KS10, KS11, and KS12:**
   Mix (by volume) 4 parts Ko-Seal® II to 1 part KU150 Exempt Catalyst, to 1 part Kosmic Reducer to remain at 4.58 VOC. Use a reducer best suited to your shop conditions. See tech sheet for more information on reducers. Mix well and strain into gun. Pot life 1 hour.
   
   **FOR KS210, KS211 and KS212:**
   Mix (by volume) 4 parts Ko-Seal® II to 1 part KU150 Exempt Catalyst, to 1 part RU300 VOC Exempt Reducer, to remain at 2.08 VOC. Substituting RU310, RU311 or RU312 will give a 3.5 VOC product. See tech sheet for more information on reducers. Mix well and strain into gun. Pot life 1 hour.

6. **Gun Set Up**
   - Conventional Gun = 45 to 55 PSI
   - HVLP Gun = 10 PSI at the cap
   (Refer to spray gun manufacturer’s recommendations)
   - Needle/Nozzle = 1.3 to 1.5
   (Depending on the size of object being painted)
   - Trigger Pull = 50% to 75%
   - Air Brush = Not Recommended

7. **Applying Ko-Seal® II**
   Strain the sealer into the paint gun. Gun distance while spraying should be approximately 5 to 6 inches.
   Apply 1 or 2 medium wet coats with 50% pattern overlap. Walk long objects. Be sure of thorough coverage. Allow flash time between coats.
   **KO-SEAL® II Flash Test**
   Allow to flash dull between coats. Usually 5 to 10 Minutes.

8. **Dry Time**
   Allow to dry 1 hour but no longer than 2 hours. After 2 hours we recommend scuffing with a maroon scuff pad. **PLEASE REFER TO SANDING GRIT RECOMMENDATIONS.** (Dry time may vary with weather and shop conditions).

   **NOTE:** If 4-6 hours dry time has elapsed, wet sand and reseal surface for positive adhesion of topcoats.

9. **Clean Up**
   Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).
# SEALER REFERENCE CHART

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<thead>
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<th>BASECOAT SYSTEM</th>
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<th>RECOMMENDED SEALER</th>
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<tr>
<td>SHIMRIN® DESIGNER PEARLS</td>
<td>PBC30 THRU PBC68</td>
<td>KS10 OR KS210 WHITE</td>
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<td>SHIMRIN® BLACK PEARLS</td>
<td>PBC100 THRU PBC107</td>
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<td>UNIVERSAL PEARLS</td>
<td>PC’S AND P’S</td>
<td>KS11 OR KS211 BLACK</td>
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<td>SHIMRIN® GRAPHIC KOLORS</td>
<td>SG’S</td>
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<td>NE’S</td>
<td>KS12 OR KS212 METALLIC</td>
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<td>KBC’S</td>
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<td>BC’S</td>
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<td>FBC’S</td>
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<td>SHIMRIN® METALLIC BASES</td>
<td>MBC’S</td>
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<tr>
<td>KAMELEON® OPALS</td>
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**NOTE:** Sealers may be intermixed to create unique colors.

**NOTE:** Small amounts of KK Kandy Koncentrates can help tint the White and Metallic Silver Sealers to closely match the desired basecoat.
**BC & FBC  SHIMRIN® METALLIC COLOR BASES**

**GENERAL INFORMATION**

Shimrin® Metallic Color Bases (BC & FBC) are universal base coats that may simply be cleared for a final finish, or used as a base coat for Kandys. Due to their unique chemistry make-up, they may be top coated with either acrylic lacquer or urethane enamel. Once a system is chosen (acrylic lacquer or urethane enamel) use only products within that system. Intermixing of these two systems, after the base coat, is not recommended. For example: If Shimrin® Base is top coated with an acrylic lacquer Kandy, it must also be cleared with an acrylic lacquer clear.

1. **SUBSTRATE**
   - Ko-Seal® II
   - SG100 Intercoat Clear (artwork only)
   - Property cured top coat clears and OEM finishes (artwork only)

2. **PREPARATION**

   Read “TECH PREP” thoroughly before you begin painting. Please be aware that Shimrin® bases can be susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, Please refer to the tech pages on KP & KD epoxy primers.

3. **GROUND COAT**

   - Sealer (Ko-Seal® II)
   - VEHICLE MUST BE ONE EVEN COLOR BEFORE APPLICATION OF BASE COAT. Ko-Seal® II Sealers are commonly used and recommended as the ground coat for BC and FBC Metallic Bases. Use Ko-Seal® II sealer for faster coverage of base coats. When using sealer, allow flash time. See tech sheet for information on Ko-Seal® II application.
   - NOTE: Sealer is not a cure-all for poor preparation and does not prevent discoloration or bleeding. The main purpose of the sealer is to increase adhesion of topcoats, to make the object one color (nearest to the base for faster coverage), and to improve color holdout.

4. **SANDING THE SUBSTRATE**

   - Ko-Seal® II (see tech page on Ko-Seal® II)
   - SG100, Cured Top Coat Clears & OEM Finishes (artwork only)
   - Dry Sandpaper = 280P to 320P grit (CAMI grade = 240 to 290 grit)
   - Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
   - Maroon scuff pad

5. **COMPONENTS**

   - BC, FBC Shimrin® base coat
   - RU310 (fast), RU311 (medium) urethane reducer
   - Air Brush application: RU311 (medium), RU312 (slow)

6. **MIXING SHIMRIN® BASES (BC & FBC)**

   - 2 parts Shimrin® base coat
   - 1 part RU series reducer
   - Air Brush application: 1 part Shimrin® base, 1 part RU-reducer

Str Shimrin® Base well. Reduce 50% (2 parts paint to 1 part reducer). Mix well and reduce only with RU310 or RU311 reducer, based on booth temperature. IMPORTANT NOTE: No catalyst is used in Shimrin® bases. REDUCE ONLY WITH OUR KOSMIC REDUCERS. Use the reducer best suited to your shop temperature. See tech sheet for more information on RU reducers. Note: For Air Brush application reduce 100% (1 part paint to 1 part RU11 reducer). When blending, you may slightly over-reduce Shimrin® Bases or mix them with SG100 Intercoat Clear for undeflatable blends. Note: Splitting or cracking is possible when using other companies’ reducers or by using a reducer that is too slow for your shop conditions.

7. **GUN SET UP**

   - Conventional Gun = 45 to 55 PSI
   - HVLP Gun = 10 PSI at the cap (Refer to spray gun manufacturer’s recommendations)
   - Needle/Nozzle = 1.3 to 1.5
   - (Depending on the size of object being painted)
   - Trigger Pull = 50% to 75%
   - Air Brush: Follow gun manufacturer’s recommendations

8. **APPLYING SHIMRIN® BASES**

   After reducing, strain the paint into the paint gun. Gun distance while spraying should be approximately 6 inches. Apply 2-3 MEDIUM coats with 50% pattern overlap. Walk long objects. Avoid dry spraying, as loss of adhesion is possible. Again, MEDIUM coats work best. Allow flash time between coats. Note: Do NOT APPLY HEAVY WET COATS OF BC & FBC BASES AND EXPECT THEM TO FLOW. THIS WILL TYPICALLY RESULT IN WRINKLING AND SPLITTING. They behave very much like lacquer, so apply medium coats only and avoid heavy build. Do not dry spray or lack of adhesion is possible. Apply medium coats: 50% pattern overlap. Flash dull between coats.

   - NOTE: 3 coats of Shimrin® BC or FBC Bases equals 1/2 to 3/4 mil, leaving a minimal edge. (Tape pulls away leaving a clean, low edge.)

9. **DRY TIME**

   Allow dry time before Kandy or clear is applied (usually about 15 to 60 minutes and not longer than 4 hours). Topcoat within 4 hours or apply SG100 Intercoat Clear (see step 10).

   **SHIMRIN® FLASH TEST:** ALL SHIMRIN® BASES WILL DRY DULL AND SHOULD FEEL DRY TO THE TOUCH BEFORE THE NEXT COAT IS APPLIED. Monitor closely for maximum merging of coats.

10. **ARTWORK & INTERCOAT CLEAR (optional)**

    Shimrin® Bases, with their low solids, are an excellent choice for artwork paint jobs. DO NOT TAPE DIRECTLY ONTO THIS SHIMRIN® BASECOAT. If artwork is planned, apply 1 or 2 medium coats of SG100 Intercoat Clear (for urethane enamel topcoats) or SG301 Sunscreen Clear (for acrylic lacquer topcoats). The clear coat will protect the Shimrin® Base from tape marks and allow cleanup of mistakes. PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR FINAL SANDING INTERCOAT CLEAR. See tech sheet for more information on SG100 Intercoat Clear. Note: Do NOT SAND SHIMRIN® METALLIC BASES DIRECTLY. Apply SG100 Intercoat Clear for base coat protection if sanding is required. If you directly sand the Shimrin® metallic, you must re-base. Note: SG100 Intercoat Clear is designed to protect the base coats for artwork tape-outs and blends only. Do NOT USE SG100 AS A BUILD-UP OR TOPCOAT CLEAR, AS IT IS NOT WEATHER RESISTANT OR DESIGNED TO EXCEED 4 COATS. CAUTION: Shimrin® Base coats do not have any chemical resistance until cleared. Final wash solvents will remove base coats. Use KC20 Paste Sanding Cleaner for cleanup.

11. **KANDY COAT (optional)**

    Shimrin® BC and FBC Bases may be Candied with either acrylic lacquer or urethane enamel. Remember if you Kandy with acrylic lacquer, you must also clear with acrylic lacquer. If you Kandy with urethane enamel, you must also clear with urethane enamel). See appropriate tech sheets for Kandy application. For artwork, our Kandy Koncentrates may be mixed with SG100 Intercoat Clear for Kandy graphics. See KK & SG100 tech sheets for more information.

12. **CLEAR COAT**

    ALL SHIMRIN® BC AND FBC BASES MUST BE CLEAR-COATED (with either urethane enamel or acrylic lacquer). Once a system is chosen, after the base coat, stay with that system. We recommend that you use House of Kolor® clears for best results. See appropriate tech sheets for more information on clear coat application.

**ADDITIONAL INFORMATION**

Shimrin® BC and FBC bases may be intermixed for hundreds of color combinations. BC and FBC bases may also be mixed with other Shimrin®’s, including the Designer Pearls, Neons, and Graphic Colors. The possibilities are endless. Create your own one-of-a-kind custom finish.

Shimrin® Pearl and Metallic Bases may also be added, in small amounts (no more than 25%), directly to the Kosmic Kolor® Kandys to ease touch-ups or for additional creative effects. Simply catalyze and reduce by volume as usual.

13. **CLEAN UP**

    Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).
### GENERAL INFORMATION

Shimrin® MBC MetaJuls™ Metallic Bases are our most brilliant metallic basecoats that feature exceptional sparkle and brightness. MetaJuls™ are available in four unique colors and three flake particle sizes. Pale Gold, Platinum, and Black Diamond are excellent choices for Kandy finishes, while the Prism Effect produces an amazing rainbow effect. When used as a basecoat, MBC01 creates bright dazzling Kandy colors, while MBC03 can create dark rich Kandy colors. MBC02 is a medium color used to slightly darken Kandy colors. All three make Kandy with exceptional sparkle in sunlight. They may also be used for a final finish. Due to their unique chemistry make-up, they may be top coated with either acrylic lacquer or urethane enamel. Once a system is chosen (acrylic lacquer or urethane enamel) use only products within that system. Intermixing of these two systems, after the base coat, is not recommended. For example: If Shimrin® base is top coated with an acrylic lacquer Kandy, it must also be cleared with an acrylic lacquer clear.

When ordering MBC MetaJuls™ Metallic Bases, please use the following codes to specify the particle size and color:

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<th>Description</th>
<th>Code</th>
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<td>MBC01FF</td>
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<td>MBC211CF</td>
<td>Coarse Pale Gold</td>
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<tr>
<td>MBC02FF</td>
<td>Fine Platinum</td>
<td>MBC202CF</td>
<td>Coarse Platinum</td>
</tr>
<tr>
<td>MBC03FF</td>
<td>Fine Black Diamond</td>
<td>MBC203CF</td>
<td>Coarse Black Diamond</td>
</tr>
<tr>
<td>MBC01</td>
<td>Standard Pale Gold</td>
<td>MBC04</td>
<td>Prism Effect (Note: Prism Effect is lost when applied under kandies, but a unique halo effect is created that adds an illusion of depth)</td>
</tr>
<tr>
<td>MBC02</td>
<td>Standard Platinum</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MBC03</td>
<td>Standard Black Diamond</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**NOTE:** MBC Standard and Coarse particle sizes are not recommended for Air Brush use.

### 1. SUBSTRATE
- Ko-Seal® II
- All Shimrin® Bases
- SG100 Intercat Clear (artwork only)
- Properly cured top coat clears and OEM finishes (artwork only)

### 2. PREPARATION

Read “TECH PREP” thoroughly before you begin painting. Please be aware that Shimrin® bases can be susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, strip bare (or to OEM primer) and prime with our KP2CF Chromate Free Kwikure Epoxy Primer or our KD2000 Direct to Metal Epoxy Primer. See tech sheets for more information on KP & KD primers.

### 3. GROUND COAT
- Sealer (Ko-Seal® II)
- BC, FBC Shimrin® base coat

MBC’s must have a proper Base to achieve their maximum effect. Our Ko-Seal® II’s work extremely well as a base.

**A:** MBC01 Pale Gold will work over KS12 or KS212 Silver Sealer; however for the perfect base sealer: To 24 oz. of mixed KS12 add 1 oz. of KK14 Spanish Gold Kontrakte, also a mix of BC01 and BC02 will match the MBC01 for an excellent base.

**B:** MBC02 Platinum works over KS12 or KS212 but to closer match the Platinum, add some KS211 or KS11 Black Sealer. For a beautiful darker Kandy apply 3 coats of MBC02 over KS11 or BC25. Try this, apply KS12 or KS212, let dry one hour. Apply 1-2 coats SG100, let dry 30 minutes (until dry). Then do art tapeouts, tuotone or blend over sealer base using 1-2 medium coats of BC25 Black or any contrasting base color. Now apply 3 coats of MBC02 over both base colors. Allow dry time, lightly wipe with a white or grey scuff pad, air and tack. Then apply the Kandy color of your choice; way kool!

**C:** MBC03 Black Diamond; simply apply 3 coats over KS11 or KS211 Black Sealer, or BC25 Black will work also. Many other darker base colors also add creativity; try BC10 Pavo Purple as a base under MBC03 and follow with Kandy or simply clear.

**NOTE:** Sealer is not a cure-all for poor preparation and does not prevent discoloration or bleeding. The main purpose of the sealer is to increase adhesion of topcoats, to make the object one color (nearest to the base for faster coverage), and to improve color holdout and gloss retention.

### 4. SANDING THE SUBSTRATE
- Refer to tech data sheet on Ko-Seal® II and SG100.

### 5. COMPONENTS
- MBC MetaJuls™ base coat
- RU310 (fast), RU311 (medium) urethane reducer
- Air Brush application: RU311 (medium), RU312 (slow)

### 6. MIXING SHIMRIN® BASES (MBC METAJULS™)
- 2 parts MBC MetaJuls™ base coat
- 1 part RU series reducer
- Air Brush application: 1 part MBC, 1 part RU-reducer

Stir Shimrin® Base well. Reduce 50% (2 parts paint to 1 part reducer). Mix well and reduce only with RU310 or RU311 reducer, based on booth temperature. **IMPORTANT NOTE:** No catalyst is used in Shimrin® bases. REDUCE ONLY WITH OUR KOSMIC REDUCERS. Use the reducer best suited to your shop temperature. See tech sheet for more information on RU reducers. **Note:** For Air Brush application reduce 100% (1 part paint to 1 part RU311 reducer). When blending, you may slightly over-reduce Shimrin® Bases or mix them with SG100 Intercat Clear for undetectable blends.

**NOTE:** Splitting or cracking is possible when using other companies’ reducers or by using a reducer that is too slow for your shop conditions.

### 7. GUN SET UP
- Conventional Gun = 45 to 55 PSI
- HVLP Gun = 10 PSI at the cap
(Refer to spray gun manufacturer’s recommendations)
- Needle/Nozzle
  - Fine & Medium MetaJuls™ = 1.3 to 1.5 (Depending on the size of object being painted)
  - Coarse MetaJuls™ = 1.6 to 1.8 (Depending on the size of object being painted)
- Trigger Pull = 50% to 75%
- Air Brush: Follow gun manufacturer’s recommendations

### 8. APPLYING SHIMRIN® BASES (MBC METAJULS™)

After reducing, strain the paint into the paint gun. Use a coarse strainer or none at all. Strainers are not used with larger flakes. Gun distance while spraying should be approximately 4-6 inches, depending on gun used and gun adjustments. **Apply 3 MEDIUM coats with 75% pattern overlap. Walk long objects. Avoid dry spraying, as loss of adhesion is possible. Again, MEDIUM coats work best. Allow flash time between coats.**

**SHIMRIN® FLASH TEST - ALL SHIMRIN® BASES WILL DRY DULL AND SHOULD FEEL DRY TO THE TOUCH BEFORE THE NEXT COAT IS APPLIED.**

Monitor closely for maximum merging of coats.

**NOTE:** Do not apply heavy wet coats of MBC bases and expect them to flow. They behave very much like lacquer, so apply medium coats only and avoid heavy build. Do not dry spray or lack of adhesion is possible. Apply medium coats, 75% pattern overlap. Flash dull between coats.

**NOTE:** Splitting and cracking may occur when painting too fast without allowing proper dry time or by spraying on the base too wet and heavy.

**NOTE:** 3 coats of Shimrin® MBC Bases equals 1/2 to 3/4 mil, leaving a minimal edge. (Tape pulls away leaving a clean, low edge.) Also true of Shimrin®s. This is the easiest flake to use ever.
9. DRY TIME
Allow dry time before Kandy or clear is applied (usually about 15 to 60 minutes and not longer than 4 hours). Topcoat within 4 hours or apply SG100 Intercoat Clear (see step 10).

SHIMRIN® FLASH TEST: ALL SHIMRIN® BASES WILL DRY DULL AND SHOULD FEEL DRY TO THE TOUCH BEFORE THE NEXT COAT IS APPLIED. Monitor closely for maximum merging of coats.

10. ARTWORK & INTERCOAT CLEAR (optional)
Shimrin® Bases, with their low solids, are an excellent choice for artwork paint jobs. DO NOT TAPE DIRECTLY ONTO THIS SHIMRIN® BASECOAT. If artwork is planned, allow to dry, lightly wipe with a white or grey scuff pad to knock down standing flakes while blowing with air (Except MBC04 Prism Effect, where flake particles could be damaged). Apply 1 or 2 medium coats of SG100 Intercoat Clear (for urethane enamel topcoats) or SC01 Sunscreen Clear (for acrylic lacquer topcoats). The clear coat will protect the Shimrin® Base from tape marks and allow cleanup of mistapes. NOTE: DO NOT SAND SHIMRIN® METALLIC BASES DIRECTLY. Apply SG100 Intercoat Clear for base coat protection if sanding is required. If you directly sand the Shimrin® metallic, you may put permanent scratches in the flake, a white or grey scuff pad will do no harm if wiped lightly. Wet or dry. NOTE: SG100 Intercoat Clear is designed to protect the base coats for artwork tape-outs and blends only. DO NOT USE SG100 AS A BUILD-UP OR TOPCOAT CLEAR, AS IT IS NOT WEATHER RESISTANT OR DESIGNED TO EXCEED 4 COATS. CAUTION: Shimrin® Base coats do not have any chemical resistance until cleared. Final wash solvents will remove base coats. Use KC20 Post Sanding Cleaner for cleanup. As always, avoid touching finish with bare skin which may transfer oil.

11. KANDY COAT (optional)
Shimrin® MBC Metajul™ Bases may be Candied with either acrylic lacquer or urethane enamel. Remember if you Kandy with acrylic lacquer, you must also clear with acrylic lacquer. (If you Kandy with urethane enamel, you must also clear with urethane enamel). See appropriate tech sheets for Kandy application.
This step produces awesome Kandy jobs. When viewed in the sunlight, the sparkle of these very unique metallics is outstanding.
For artwork, our Kandy Koncentrates may be mixed with SG100 Intercoat Clear for Kandy graphics. See KK & SG100 tech sheets for more information.

12. CLEAR COAT
ALL SHIMRIN® MBC METAJUL™ BASES MUST BE CLEAR-COATED (with either urethane enamel or acrylic lacquer). Once a system is chosen, after the base coat, stay with that system. We recommend that you use House of Kolor® clears for best results. See appropriate tech sheets for more information on clear coat application.

ADDITIONAL INFORMATION
Shimrin® MBC Metajuls™ Bases may be intermixed for hundreds of color combinations. MBC Bases may also be mixed with other Shimrin®’s, including the Designer Pearls, Neons, Graphic Kolors, and Kandy Koncentrates. The possibilities are endless. Create your own one-of-a-kind custom finish.

13. CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).
**GENERAL INFORMATION**

Shimrin® Designer Pearls (PBC) are universal base coats that may simply be cleared for a final finish, or used as a base coat for Kandys or other Pearls. Due to their unique chemistry make-up, they may be top coated with either acrylic lacquer or urethane enamel. Once a system is chosen (acrylic lacquer or urethane enamel) use only products within that system. Intermixing of these two systems, after the base coat, is not recommended. For example: If Shimrin® Pearl is top coated with an acrylic lacquer Kandy, it must also be cleared with an acrylic lacquer clear.

**1. SUBSTRATE**
- Ko-Seal® II
- SG100 intercoat Clear (work only)
- Properly cured top coat clears and OEM finishes (work only)

**2. PREPARATION**
Read "TECH PREP" thoroughly before you begin painting. Shimrin® Pearl bases are susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, strip bare (or to OEM primer) and prime with our K202 Chromate Free Kwikure Epoxy Primer or our KD2000 Direct To Metal Epoxy Primer. See tech sheets for more information on KP & KD Primers.

**3. GROUND COAT**
- Sealer (Ko-Seal® II)
- Shimrin® Solid Color Bases (BC25, BC26, SG, NE)

**4. SANDING THE SUBSTRATE**
- Ko-Seal® II (see tech page on Ko-Seal® II)
- SG100, Cured Top Coat Clears & OEM Finishes (work only)
- Dry Sandpaper = 280P to 320P grit
- (CAMI grade = 240 to 280 grit)
- Wet Sandpaper = 400 to 500 grit
- (FEPA grade 600P to 800P grit)
- Maroon scuff pad

**5. COMPONENTS**
- PBC Shimrin® Designer Pearl base coat
- RU310 (fast), RU311 (medium) urethane reducer
- Air Brush application: RU311 (medium) RU312 (slow)

**6. MIXING SHIMRIN® DESIGNER PEARLS (PBC)**
- 2 parts Shimrin® PBC Designer Pearl base coat
- 1 part RU-reducer
- Air Brush Application: 1 part Shimrin® base, 1 part RU-reducer

**7. GUN SET UP**
- Conventional Gun = 45 to 55 PSI
- HVLP Gun = 10 PSI at the cap
- Needle/Nozzle = 1.3 to 1.5
- Trigger Pull = 50% to 75%
- Air Brush = Follow gun manufacturer’s recommendations

**8. APPLYING SHIMRIN® DESIGNER PEARLS (PBC)**
Strain the paint into the paint gun. Gun distance while spraying should be approximately 6 inches. Apply 2-3 medium coats with 75% pattern overlap to achieve coverage, color, and effect. Walk long objects. Avoid dry spraying, as loss of adhesion or motting possible with pearls. Again, medium coats work best. Allow flash time between coats. NOTE: Splitting, wrinkling, or cracking may occur when painting too fast without allowing proper flash time or by applying the base too wet and heavy.

**9. DRY TIME**
Allow dry time before Kandy or clear is applied (usually about 15 to 60 minutes and not longer than 4 hours). Topcoat within 4 hours or apply SG100 Intercoat Clear (see step 10).

**SHIMRIN® FLASH TEST** — ALL SHIMRIN® BASES WILL DRY DULL AND SHOULD FEEL DRY TO THE TOUCH BEFORE THE NEXT COAT IS APPLIED. Monitor closely for maximum merging of coats.

**NOTE:** Do not sand Shimrin® Pearls without re-basing as the scratches on the pearl platelets are permanent. Use SG100 for protection if sanding is required or artwork is planned.

**NOTE:** 3 coats of Shimrin® Graphic Kolor or Designer Pearl Base Coat equals 1/2 to 3/4 mil, leaving a minimal edge. (Tape pulls away leaving a clean, low edge) as with all Shimrin® Basecoats.

**10. ARTWORK & INTERCOAT CLEAR (optional)**
Shimrin® Bases, with their low solids, are an excellent choice for artwork paint jobs. DO NOT TAPE DIRECTLY ONTO THIS SHIMRIN® BASECOAT. If artwork is planned, apply 1 or 2 medium coats of SG100 Intercoat Clear (for urethane enamel topcoats) or SC01 Sunscreen Clear (for acrylic lacquer topcoats). The clear coat will protect the Shimrin® Base from tape marks and allow cleanup of mistapes. Plus you can use a grey scuff pad or 600 grit wet when SG100 is used. See tech sheet for more information on SG100 Intercoat Clear.

**NOTE:** SG100 Intercoat Clear is designed to protect the base coats for artwork tape-outs and blends only. DO NOT USE SG100 AS A BUILD-UP OR TOPCOAT CLEAR, AS IT IS NOT WEATHER RESISTANT OR DESIGNED TO EXCEED 4 COATS.

**CAUTION:** Shimrin® Base coats can be removed by final wash solvents. Use water or KC20 Post Sanding Cleaner for cleanup. RU, UC, & UK Urethane — Kandys, Klears & Reducers are chemically designed to merge with the Shimrin® Basecoats — “Use No others” Avoid Problems. Other companies’ products simply do not work with House of Kolor’s system.

**11. KANDY COAT (optional)**
Shimrin® Designer Pearls may be Candied with either acrylic lacquer or urethane enamel. Remember if you Kandy with acrylic lacquer, you must also clear with acrylic lacquer. (If you Kandy with urethane enamel, you must also clear with urethane enamel) See tech sheet for Kandy application. Our Kandy Koncentrates may be mixed with SG100 Intercoat Clear for base coat Kandys or for graphics. See tech sheet for more information.

**12. CLEAR COAT**
ALL SHIMRIN® GRAPHIC KOLORS MUST BE CLEAR-COATED (with either urethane enamel or acrylic lacquer). Once a system is chosen, after the base coat, stay with that system. See tech sheets for more information on clear coat application.
ADDITIONAL INFORMATION
Shimrin® Designer Pearls may be intermixed for hundreds of color combinations. The Pearls may also be mixed with other Shimrin®’s, including the Neons, Graphic Kolors BC & FBC Metallic Base Coats. The possibilities are endless. Create your own one-of-a-kind custom finish. Shimrin® Pearl and Metallic Bases may also be added, in small amounts (no more than 25%), directly to the Kosmic Kolor® Kandys to ease touch-ups or for additional creative effects. Simply catalyze and reduce by volume as usual.

13. CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).
GENERAL INFORMATION

Shimrin® Neons (NE) are universal base coats must be cleared for a final finish. Due to their unique chemistry make-up, they may be top coated with either acrylic lacquer or urethane enamel. Once a system is chosen (acrylic lacquer or urethane enamel) use only products within that system. For example: If Neon is top coated with an acrylic lacquer Kandy, it must also be cleared with an acrylic lacquer clear.

IMPORTANT NOTE: USE WITH DISCRETION! Neons have limited colorfastness in the sun. Neons are not recommended for overall refinishing or where long life is a requirement. Neons are designed for high visual impact on race cars, boats, cycles, etc., where colorfastness is not the priority, but eye-grabbing brightness is.

1. SUBSTRATE
   - KS10, KS210 White Ko-Seal® II
   - BC26 White Base
   - SG100 Intercoat Clear (artwork only)

2. PREPARATION
   Read ‘TECH PREP’ thoroughly before you begin painting. Shimrin® Neons are susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, strip bare (or to OEM primer) and prime with our KP2CF Chromate Free Kwikure Epoxy Primer or our KD2000 Direct To Metal Epoxy Primer. See tech sheets for more information on KP & KD Primers.

3. GROUND COAT
   - KS10, KS210 White Ko-Seal® II
   - BC26 White Base

UNIFORM COVERAGE OF SEALER IS REQUIRED BEFORE APPLICATION OF BASE COAT. We recommend using Ko-Seal® II KS10 or KS210 White under the Neons. Follow label instructions. Allow flash time on sealer. See tech sheets for more information on Ko-Seal® II and primers.

NOTE: Sealer is not a cure-all for poor preparation and does not prevent discoloration or bleeding.

4. WHITE BASE COAT BC26
   Use our Kosmic Kolor® Shimrin® BC26 White, or Ko-Seal® II KS10 or KS210 as a base coat for all Neons. This will give the Neons maximum brightness. Apply 2-3 medium coats of BC26 or KS10 or KS210 with 50% pattern overlap. Allow flash time between coats. Maintain thorough coverage.

NOTE: An OEM white or jelcoat may also be sanded with 400-500 grit wet and used as a base for Neons. Do individual testing to be sure of compatibility.

NOTE: Do not apply over other companies’ paint products. Lifting or splitting may occur when Neon is applied over other companies’ bases. Neons need a white base for brightness, but other base colors can be used for special effects. Life of the Neons can be greatly increased by tinting the white base with a Neon or SG Graphic Kolor to make a pastel base close to the Neon topcoat color (try mixing 50% BC26 and 50% Neon). Do individual testing as some brilliance may be lost.

5. SANDING THE SUBSTRATE
   - Ko-Seal® II (see tech page on Ko-Seal® II)
   - SG100, Cured Top Coat Clears & OEM Finishes (artwork only)
   - Dry Sandpaper = 280P to 320P grit
     - (CAMI grade = 240 to 280 grit)
   - Wet Sandpaper = 400 to 500 grit
     - (FEPA grade 600P to 800P grit)
   - Maroon scuff pad

6. COMPONENTS
   - NE Shimrin® base coat
   - RU310 (fast), RU311 (medium) urethane reducer,
   - Air Brush application: RU311 (medium) RU312 (slow)

7. MIXING SHIMRIN® NEON (NE)
   - 2 parts NE Shimrin® base coat
   - 1 part RU-reducer
   - Air Brush Application: 1 part Shimrin® base, 1 part RU-reducer

8. GUN SET UP
   - Conventional Gun = 45 to 55 PSI
   - HVLP Gun = 10 PSI at the cap
   - Needle/Nozzle = 1.0 to 1.3
   - (Depending on the size of object being painted)
   - Trigger Pull = 50% to 75%
   - Air Brush = Follow gun manufacturer’s recommendations

9. APPLYING SHIMRIN® NEONS (NE)
   Stain the paint into the paint gun. Gun distance while spraying should be approximately 6 inches or less. Apply 2-4 medium coats with 75% pattern overlap. Allow dry time before clear is applied (usually about 30 to 60 minutes and not longer than 4 hours). DO NOT APPLY HEAVY WET COATS OF NE BASES AND EXPECT THEM TO FLOW; THIS WILL TYPICALLY RESULT IN WRINKLING AND SPLITTING.

NOTE: Do not apply over other companies’ paint products. Lifting or splitting may occur with other Neons as well. Restrict material control on the gun, not the fan, work within 6-inch gun distance; pattern 5 to 6 inches with 75% pattern overlap. Apply 2 to 3 coats. Pay attention to the color building.

NOTE: DO NOT APPLY HEAVY WET COATS OF NE BASES AND EXPECT THEM TO FLOW; THIS WILL TYPICALLY RESULT IN WRINKLING AND SPLITTING.

NOTE: 3 coats of Neon equals 1/2 to 3/4 mil, leaving a minimal edge. (Tape pulls away leaving a clean, low edge).

10. DRY TIME
    Allow dry time before clear is applied (usually about 30 to 60 minutes and not longer than 4 hours). DO NOT DRY NEONS OUTSIDE IN THE SUN! The first 5 hours of sun are the most critical and care must be taken to prevent sun fade or discoloration at these early stages.

NOTE: Taping on Neons may discolor the Neon, and washing in sunlight may water spot or discolor the Neons.

7. MIXING SHIMRIN® NEON (NE) (continued)
   Shake or stir Neon well. Reduce 50% (2 parts paint to 1 part reducer). Mix well. Some painters add SG100 to the Neons for extra control. Maximum recommended addition of SG100 is 25% by volume. Over-reduction adds control as well.

REDUCE ONLY WITH OUR KOSMIC REDUCERS. Use the reducer best suited to your shop temperature. No booth - use the next fastest reducer. See tech sheet for more information on reducers.

NOTE: Some painters add small amounts (usually 1 to 2%) of BC26 to beginning coats to eliminate streaks and blotches. Also, the life of the Neons will improve by tinting the BC26 base with one of our Neons or Shimrin® Graphic Kolors (use a color closest to the Neon color - 50% BC26 to 50% Neon).

NOTE: Splitting or cracking is possible when using other companies’ reducers or by using a reducer that is too slow for your shop conditions.

NOTE: Neons may be intermixed for additional neon colors. Do individual testing.

8. GUN SET UP
   - Conventional Gun = 45 to 55 PSI
   - HVLP Gun = 10 PSI at the cap
   - Needle/Nozzle = 1.0 to 1.3
   - (Depending on the size of object being painted)
   - Trigger Pull = 50% to 75%
11. ARTWORK & INTERCOAT CLEAR (optional)
Shimrin® Neons, with their low solids, are an excellent choice for artwork paint jobs. DO NOT TAPE DIRECTLY ONTO THE NEON BASE COAT. If artwork is planned, apply 1 or 2 medium coats of SG100 Intercoat Clear (for urethane enamel topcoats) or SC01 Sunscreen Clear (for acrylic lacquer topcoats). The clear coat will protect the Neon Base from tape marks and allow clean up of mistapes. See tech sheet for more information on SG100 Intercoat Clear.

12. PC, DP, DR PEARL COAT (optional)
The strength of the Neons may be enhanced by top coating with any of our Dry Pearls. Read and follow label instructions.

13. CLEAR COAT
ALL NEONS MUST BE CLEAR-COATED (with either urethane enamel or acrylic lacquer). Once a system is chosen, after the base coat, stay with that system. Use UC01 Kosmic Klear®, UFC01 Flo-Klear, UFC19 Kosmic Klear®, UFC35 Flo-Klear, or UC35 Kosmic Klear® for urethane enamel topcoats; and Kosmic Kolor® SC01 Sunscreen Clear for acrylic lacquer topcoats. These clears contain extra sun filters for longer life of the Neons and will give you considerable longer life than other company’s products. See tech sheets for more information on clear coat application.

ADDITIONAL INFORMATION
Shimrin® Designer Pearls, Neons, Graphic Kolors, BC & FBC Metallics may be intermixed (or added in small amounts) for hundreds of additional creative effects. The possibilities are endless. Create your own one-of-a-kind custom finish.

FOR EXTENDED LIFE, COVER OR SHIELD THE NEONS FROM THE SUN WHENEVER POSSIBLE. AVOID CONSTANT DAY TO DAY SUN EXPOSURE. Do individual testing, for there is no guarantee! Neons are made with dyes and will fade in time based on sun exposure. House of Kolor® urethane clears contain 2 times more UV absorbers than standard clears. Thus reducing sun fade!

14. CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).
SG SHIMRIN® GRAPHIC KOLORS & 
BC25 & BC26 SOLID COLOR BASES

GENERAL INFORMATION
Shimrin® Graphic Kolors (SG) are universal base coats that may simply be cleared for a final finish, or used as a base coat for KBC Base Coat Kandy or Pearls. Due to their unique chemistry make-up, they may be top coated with either acrylic lacquer or urethane enamel. Once a system is chosen (acrylic lacquer or urethane enamel) use only products within that system. Intermixing of these two systems, after the base coat, is not recommended. For example: If Shimrin® Base is top coated with an acrylic lacquer Kandy, it must also be cleared with an acrylic lacquer clear.

1. SUBSTRATE
• Ko-Seal® II
• SG100 Intercat Clear (artwork only)
• Property cured top coat clears and OEM finishes (artwork only)

2. PREPARATION
Read “TECH PREP” thoroughly before you begin painting. Shimrin® bases are susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, strip bare (or to OEM primer) and susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, strip bare (or to OEM primer) and prime with our KP2CF Chromate Free Kwikure Epoxy Primer or our KC2000 Direct To Metal Epoxy Primer. See tech sheets for more information on KP & KD Primers.

3. GROUND COAT
• KS10, KS210 Sealer for light shaded bases
• KS11, KS211 Sealer for dark shaded bases
• BC25, BC26 under artwork only

Vehicle must be one even color before application of base coat. Sealers are commonly used as a ground coat for Shimrin® Solid Color Bases. Use a House of Kolor® sealer closest to the base color for faster coverage of base coats. When using sealer, allow flash time. See tech sheet for information on sealers.

NOTE: Sealer is not a cure-all for poor preparation and does not prevent discoloration or bleeding.

4. SANDING THE SUBSTRATE
• Ko-Seal® II (see tech page on Ko-Seal® II)
• SG100, Cured Top Coat Clear & OEM Finishes (artwork only)
• Dry Sandpaper = 280P to 320P grit
  (CMI grade = 240 to 280 grit)
• Wet Sandpaper = 400 to 500 grit
  (FEPA grade 600P to 800P grit)
• Maroon scuff pad

5. COMPONENTS
Shimrin® base coat:
• RU310 (fast), RU311 (medium) urethane reducer,
• Air Brush application: RU311 (medium) RU312 (slow)

6. MIXING SHIMRIN® GRAPHIC KOLOR (SG) & 
SOLID COLORS (BC25 & BC26)
• 2 parts Shimrin® base coat
• 1 part RU-reducer
• Air Brush Application: 1 part Shimrin® base, 1 part RU-reducer

Stir Shimrin® Graphic Kolor well. Reduce 50% (2 parts paint to 1 part reducer). Mix well. REDUCE ONLY WITH OUR KOSMIC REDUCERS. Use the reducer best suited to your shop temperature. See tech sheet for more information on reducers.

NOTE: Splitting or cracking is possible when using other companies’ reducers or by using a reducer that is too slow for your shop conditions.

NOTE: For Air Brush application reduce 100% (1 part paint to 1 part RU-reducer)

7. GUN SET UP
Conventional Gun = 45 to 55 PSI
• HVLP Gun = 10 PSI at the cap
  (Refer to spray gun manufacturer’s recommendations)
• Needle/Nozzle = 1.3 to 1.5
  (Depending on the size of object being painted)
• Trigger Pull = 50% to 75%
• Air Brush = Follow gun manufacturer’s recommendations

8. APPLYING SHIMRIN® GRAPHIC KOLOR (SG) & 
SOLID COLORS (BC25 & BC26)
Stain the paint into the paint gun. Gun distance while spraying should be approximately 6 inches. Apply 2-3 medium coats with 50% pattern overlap. Walk long objects. Allow flash time between coats. Shimrin® Graphic Kolors will dry dull. Allow dry time before Kandy or clear is applied (usually about 15 to 60 minutes and not longer than 4 hours). Artwork may usually be taped after 1 hour of dry time. Dry time may vary based on shop and weather conditions.

SHIMRIN® FLASH TEST - ALL SHIMRIN® BASES WILL DRY DULL AND SHOULD FEEL DRY TO THE TOUCH BEFORE THE NEXT COAT IS APPLIED. Monitor closely for maximum merging of coats.

NOTE: DO NOT APPLY HEAVY WET COATS OF BC & SG BASES AND EXPECT THEM TO FLOW; THIS WILL TYPICALLY RESULT IN WRINKLING AND SPLITTING.

NOTE: 3 coats of Shimrin® Graphic Kolor equals 1/2 to 3/4 mil, leaving a minimal edge. (Tape pulls away leaving a clean, low edge).

9. ARTWORK & INTERCOAT CLEAR (optional)
Shimrin® Graphic Kolors, with their low solids, are an excellent choice for artwork paint jobs. If artwork is planned, you may tape directly onto the base or apply 1 or 2 medium coats of SG100 Intercat Clear (for urethane enamel topcoats) or SC01 Sunscreen Clear (for acrylic lacquer topcoats). The clear coat will protect the Shimrin® Base from mistapes. See tech sheet for more information on SG100 Intercat Clear.

NOTE: Use of SG100 Intercat Clear is not as critical on Shimrin® Graphic Kolors as it is on the Designer Pearls, Metallics and Neons. However, if mistapes occur, it is easy to remove them when Intercat Clear is used.

NOTE: SG100 Intercat Clear is designed to protect the base coats for artwork tape-outs and blends only. DO NOT USE SG100 AS A BUILD-UP OR TOPCOAT CLEAR, AS IT IS NOT WEATHER RESISTANT OR DESIGNED TO EXCEED 4 COATS.

CAUTION: Shimrin® Base coats do not have any chemical resistance until cleared. Final wash solvents will remove base coats. Use water or our KC20 for cleanup.

10. CLEAR COAT
All Shimrin® Graphic Kolors MUST BE CLEAR-COATED (with either urethane enamel or acrylic lacquer). Once a system is chosen, after the base coat, stay with that system. Always use House of Kolor® clears. We have high amounts of UV Absorber, 2 times more than others for long life of your paint job. See appropriate tech sheets for more information on clear coat application.

ADDITIONAL INFORMATION
Shimrin® Graphic Kolors are designed to reduce paint build-up. They feature fast coverage, high pigmentation and low solids. Graphic Kolors are solid colors, but a ground coat will change their tone. The reds and yellows are bright and clean. The maroon and violet are deep and rich. The blues are pure, without green cast. You ground coat will change their tone. The reds and yellows are bright and clean. The maroon and violet are deep and rich. The blues are pure, without green cast. You ground coat will change their tone. The reds and yellows are bright and clean. The maroon and violet are deep and rich. The blues are pure, without green cast. You ground coat will change their tone. The reds and yellows are bright and clean. The maroon and violet are deep and rich. The blues are pure, without green cast. You ground coat will change their tone. The reds and yellows are bright and clean. The maroon and violet are deep and rich. The blues are pure, without green cast. You ground coat will change their tone. The reds and yellows are bright and clean. The maroon and violet are deep and rich. The blues are pure, without green cast. You ground coat will change their tone. The reds and yellows are bright and clean. The maroon and violet are deep and rich. The blues are pure, without green cast. You ground coat will change their tone. The reds and yellows are bright and clean. The maroon and violet are deep and rich. The blues are pure, without green cast. You ground coat will change their tone. The reds and yellows are bright and clean. The maroon and violet are deep and rich. The blues are pure, without green cast. You ground coat will change their tone. The reds and yellows are bright and clean. The maroon and violet are deep and rich. The blues are pure, without green cast. You ground coat will change their tone. The reds and yellows are bright and clean. The maroon and violet are deep and rich. The blues are pure, without green cast. You ground coat will change their tone. The reds and yellows are bright and clean. The maroon and violet are deep and rich. The blues are pure, without green cast. You ground coat will change their tone. The reds and yellows are bright and clean. The maroon and violet are deep and rich. The blues are pure, without green cast. You ground coat will change their tone. The reds and yellows are bright and clean. The maroon and violet are deep and rich. The blues are pure, without green cast. You ground coat will change their tone. The reds and yellows are bright and clean. The maroon and violet are deep and rich. The blues are pure, without green cast. You ground coat will change their tone. The reds and yellows are bright and clean. The maroon and violet are deep and rich. The blues are pure, without green cast. You ground coat will change their tone. The reds and yellows are bright and clean. The maroon and violet are deep and rich. The blues are pure, without green cast. You ground coat will change their tone. The reds and yellows are bright and clean. The maroon and violet are deep and rich. The blues are pure, without green cast. You

11. CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).
**GENERAL INFORMATION**

Marblizer® Artistic Bases offer you an exciting new paint finish. A wide range of effects can be achieved using this unique coating, from a deep marble appearance to a snake skin appearance. Many other effects are open to the innovative painter. Use two colors for increased depth or apply Kandys for awesome effects.

Marblizer®s are Universal Base Coats that may simply be cleared for a final finish, or used as a base coat for Kandys. Due to their unique chemistry make-up, they may be top-coated with either acrylic lacquer or urethane enamel. Once a system is chosen (acrylic lacquer or urethane enamel) use only products within that system. Intermixing of these two systems, after base coat, is not recommended. For example, if Marblizer® is top-coated with urethane enamel Kandy, it must also be cleared with urethane enamel clear.

**NOTE:** IF CATALYZED URETHANES ARE TO BE APPLIED OVER MARBLIZER®S, YOU MUST FIRST APPLY 2 COATS OF SG100. THIS IS A MUST TO PREVENT DELAMINATION.

1. **SUBSTRATE**
   - Ko-Seal® II
   - All Shimrin® Base Coats
   - SG100 Intercoat Clear (artwork only)
   - Property cured top coat clears and OEM finishes (artwork only)

2. **PREPARATION**

   Read “TECH PREP” thoroughly before you begin painting. Marblizer® Kolors are very susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins, and some primers. To prevent staining, strip bare (or to OEM primer) and prime with our KP2CF Chromate Free Kwikure Epoxy Primer or our KD2000 Direct to Metal Epoxy Primer. See tech sheets for more information on KP & KD Primers.

3. **GROUND COAT**
   - Sealer (Ko-Seal® II)
   - Shimrin® Bases
   - VEHICLE MUST BE ONE EVEN COLOR BEFORE APPLICATION OF MARBLIZER® ARTISTIC BASE COAT. Sealer may be used as a ground coat. Use a House of Kolor® sealer such as our Ko-Seal® II (available in three colors). Allow flash time on sealer. See tech sheets for more information on Sealers.
   
   **NOTE:** Sealer is not a cure-all for poor preparation and does not prevent discoloration or bleeding. The main purpose of the sealer is to increase adhesion of topcoats, to make the object one color (nearest to the base for faster coverage), and to improve color holdout.

4. **BASE COAT**

   Marblizer® must be applied over a base color. The most dramatic effect is achieved using a House of Kolor® black base such as our KS11, KS211 Black Sealer, BC25 Black Base, PBC43, or PBC100 Black Pearl. Other base colors work also. We recommend doing your own testing before using other House of Kolor® base colors. Always spray a test panel! Let base color dry 15 to 60 minutes, but no longer than 4 hours, before applying Marblizer®.

5. **SANDING THE SUBSTRATE**

   - Ko-Seal® II (see tech page on Ko-Seal® II)
   - Shimrin® Base Coats (see tech pages on BC, FBC, PBC, etc.)

6. **MIXING**

   Marblizer® (MB) Ready to Spray

   Marblizer® is ready to spray. No mixing required. Stir Marblizer® well. Strain into gun. Apply only to an area you will be able to lay Saran™ Wrap or plastic sheeting onto within minutes and remove to achieve the marble look. Too long a wait and Marblizer® will dry and consequently must be reapplied. You only have seconds, so on small items, precut the Saran™ Wrap or plastic sheeting and do one item at a time.

7. **MB00 NEUTRAL MARBLIZER®**

   Add any dry pearl, one ounce per quart to MB00 to create many new colors. Kameleon® Dry Kolor Change Pearls, as well as Ice Pearls and Mini Flakes, create outstanding marble effects. See our “Art of Marbling” DVD for more information.

   **NOTE:** Do not attempt to mix Shimrin® bases into the Marblizer®. The will cause the mix to react by turning it into something similar to cottage cheese. Only mix dry products into the Marblizer®.

8. **GUN SET UP**

   - Conventional Gun = 45 to 55 PSI
   - HVLP Gun = 10 PSI at the cup (Refer to spray gun manufacturer’s recommendations)
   - Needle/Nozzle = 1.3 to 1.5
   - Trigger Pull = 75% to Full
   - Air Brush = Follow gun manufacturer’s recommendations

9. **APPLYING MARBLIZER®**

   Apply Marblizer® using a 50% pattern overlap. Gun distance 6 inches. APPLY ONE COAT ONLY. Don’t apply to more area than you can apply the Saran™ Wrap or plastic sheeting to before the Marblizer® dries.

   **NOTE:** Allow Marblizer® 20 to 60 seconds dry time, depending on shop conditions, before applying Saran™ Wrap or plastic sheeting.

   **NOTE:** Other materials may be used to achieve various effect, such as freezer wrap, bubble pack, sponge, tin foil, newspaper, plastic car covers, plastic garbage bags, etc. For additional depth, try another Marblizer® color over the first. Simply wait 15 to 30 minutes and apply another Marblizer®, lay on Saran™ Wrap, being sure to wipe your hand firmly over the entire area you wish to marblize, remove the Saran™ Wrap.

   **MARBLIZER® FLASH TEST**. MARBLIZER® BASES WILL DRY DULL AND SHOULD FEEL DRY TO THE TOUCH BEFORE THE NEXT COAT IS APPLIED. Monitor closely for maximum merging of coats.

10. **DRY TIME**

    FOR LACQUER TOP COATS:

    After you have achieved your desired artistic effects, allow Marblizer® to dry 30 to 60 minutes at 70°F, before applying lacquer Kandy or clear topcoats.

    FOR URETHANE TOP COATS:

    After you have achieved your desired artistic effects, allow Marblizer® to dry 30 to 60 minutes at 70°F, then apply SG100 Intercoat Clear prior to application of the Urethane, or delamination of coatings from the MB is very probable. This step is considered a Must!

   **SG100 Intercoat Clear** - Apply 1 or 2 coats of SG100 thinned 50% (2 to 1), if artwork is planned or for adhesion. Allow 15 to 60 minutes dry time for the SG100, and then begin urethane Kandy or clear top coats. See tech sheet for more information on SG100.

   **NOTE:** YOU MUST APPLY SG100 OVER THE MARBLIZER® FOR URETHANE TOP COATS. Under no circumstances should this step be overlooked as delamination of your urethane from the Marblizer® is eminent.

11. **KANDY COAT (Optional)**

    Marblizer®s may be Candied with either acrylic lacquer or urethane enamel.

    Remember if you Kandy with acrylic lacquer, you must also clear with acrylic lacquer. (If you Kandy with urethane enamel, you must also clear with urethane enamel). For more information consult Kustom Painting Secrets (book or DVD). See tech sheets for Kandy application.

12. **CLEAR COAT**

    **MARBLIZER® MUST BE CLEAR-COATED** (with either urethane enamel or acrylic lacquer). Once a system is chosen, after the base coat, stay with that system. Always use House of Kolor® clears. See tech sheets for more information on clear coat application.

13. **CLEAN UP**

    Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).
GENERAL INFORMATION

Kandy Base Coats are a mixture of Kandy and select Pearls into a Shimrin® Universal Base Coat that mimics a Kandy finish. They feature low build, fewer coats, are easy to apply, and touch ups are easier than ever. Available in the same great 20 colors as our regular Kandy's. Due to their unique chemistry make-up, they may be top coated with either acrylic lacquer or urethane enamel. Once a system is chosen (acrylic lacquer or urethane enamel) use only products within that system. Intermixing of these two systems, after the base coat, is not recommended.

IMPORTANT INFORMATION ABOUT KBC'S

The following KBC's have a tendency to bleed through art work applied over them. Always use our Bleed Check Sealer SBS10 before any artwork is applied. See tech sheet for more information on Bleed Check Sealer. A catalyzed clear coat will NOT stop their tendency to bleed. Multiple applications of clear (2 or more) and careful monitoring of dry times reduces pigment migration into the clear coat.

The KBC colors that are considered heavy bleeders are: KBC03, KBC05, KBC06, KBC10, and KBC13.

IMPORTANT INFORMATION ABOUT KBC18 KANDY BASECOAT PINK

KBC18 Kandy Basecoat Pink has limited light fastness and should only be used on projects that have limited exposure to sunlight. Use with discretion. KBC18 is recommended for show vehicles only.

1. SUBSTRATE

• Ko-Seal® II
  • All Shimrin® Base Coats

2. PREPARATION

Read "TECH PREP" thoroughly before you begin painting. Please be aware that Shimrin® Kandy Basecoats can be susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, please refer to the tech pages on KP270 or KD2000 Epoxy Primer Surfacers.

NOTE: Many KBC's are bleeders. Therefore, you must apply 2 coats of UC01 Clear or UC35 Kosmic Klear® and allow to dry for 12 hours OR you must apply 2 coats of UFC19 Urethane Komply Klear® II and allow to dry for 24 hours. Wet sand (PLEASE REFER TO SANDING GRIT RECOMMENDATIONS ON PAGE 59 FOR URETHANE CLEARS) and used OR let dry 24 hours if UFC19 or UFC35 is used. Wet sand (PLEASE REFER TO SANDING GRIT RECOMMENDATIONS ON PAGE 59 FOR URETHANE CLEARS) and used OR let dry 24 hours if UFC19 or UFC35 is used.

3. GROUND COAT

• Sealer (Ko-Seal® II)
  • Vehicle MUST BE ONE EVEN COLOR BEFORE APPLICATION OF BASE COAT. Sealers may be used as a ground coat. Check out our Ko-Seal® II Sealers, including KS12 Silver Metallic.

NOTE: Sealer is not a cure-all for poor preparation and does not prevent discoloration or bleeding. The main purpose of the sealer is to increase adhesion of top coats, to make the object one color (nearest to the base for faster coverage), and to improve color holdout.

4. BASE COLOR

Use KS10, KS210, KS11, KS211, KS12 or KS212 Sealers, BC25 Black, BC26 White, or any of our prescribed Shimrin® bases as shown in our color book as a base color. The color of this base coat will vary the final Kandy color. Lighter bases may show blushing. Follow label instructions. Allow flash time on each coat of color. Don’t use a full trigger pull, adjust your gun to a 5” or 6” pattern, 5” to 6” from the gun, and apply using a 75% pattern overlap.

5. SANDING THE SUBSTRATE

• Ko-Seal® II (see tech page on Ko-Seal® II)
  • SG100 = Maroon Scuff Pad

6. MIXING

Stir Shimrin® Base well. Reduce 50% (2 parts paint to 1 part reducer). Mix well and reduce only with RU310, or RU311 reducer, based on booth temperature.

IMPORTANT NOTE: No catalyst is used in Shimrin® bases. REDUCE ONLY WITH OUR KOSMIC REDUCERS. Use the reducer best suited to your shop temperature. See tech sheet for more information on RU reducers.

Note: For Air Brush application reduce 100% (1 part paint to 1 part RU311 Medium / RU312 Slow Reducer). When blending, you may slightly over-reduce Shimrin® Bases or mix them with SG100 Intercost Clear for undetectable blends.

7. GUN SET UP

• Conventional Gun = 45 to 55 PSI
  • HVLP Gun = 10 PSI at the cap

(Refer to spray gun manufacturer’s recommendations)

8. APPLYING SHIMRIN® KANDY BASECOATS

After reducing, strain the paint into the paint gun. Gun distance while spraying should be approximately 4 to 6 inches. Apply 3 to 4 medium coats with a 75% pattern overlap. Walk long objects. Avoid dry spraying, as loss of adhesion is possible. Again, medium coats work best. Allow flash time between coats Allow dry time before Kandy or clear is applied (usually about 15 to 60 minutes and not longer than 4 hours). Topcoat within 4 hours or apply SG100 Intercost Clear (see step 6).

SHIMRIN® FLASH TEST - ALL SHIMRIN® BASES WILL DRY DULL AND SHOULD FEEL DRY TO THE TOUCH BEFORE THE NEXT COAT IS APPLIED. Monitor closely for maximum merging of coats.

NOTE: DO NOT APPLY HEAVY WET COATS OF KBC BASES AND EXPECT THEM TO FLOW, THIS WILL TYPICALLY RESULT IN WRINKLING AND SPLITTING. They behave very much like lacquer, so apply medium coats only and avoid heavy build. Do not dry spray or lack of adhesion is possible. Apply medium coats, 75% pattern overlap. Flash dull between coats.

NOTE: 3 coats of Shimrin® KBC Bases equals 1/2 to 3/4 mil, leaving a minimal edge. (Tape pulls away leaving a clean, low edge.)

9. ARTWORK & CLEARS (optional)

Shimrin® Kandy Basecoats are an excellent choice for artwork paint jobs. If artwork is planned: after the last coat of Kandy Base Coat has flashed, apply 2 to 3 medium coats of UC01, UC35, UFC19 or UFC35 Clear (for urethane enamel topcoats) or SC01 Sunscreen Clear (for acrylic lacquer topcoats). The clear coat will protect the Shimrin® Base from tape marks and mistapes.

IMPORTANT INFORMATION ABOUT KBC'S

The following KBC’s have a tendency to bleed through art work applied over them. Always use our Bleed Check Sealer SBS10 before any artwork is applied. See tech sheet for more information on Bleed Check Sealer. A catalyzed clear coat will NOT stop their tendency to bleed. The KBC products are: KBC03, KBC05, KBC06, KBC10, and KBC13.

For all other KBC’s to prevent bleeding of colors applied over Kandy Base Coats, use one of our catalyzed Kosmic or Komply Klears. Let dry 12 hours if UC01 or UC35 is used OR let dry 24 hours if UFC19 or UFC35 is used. Wet sand (PLEASE REFER TO SANDING GRIT RECOMMENDATIONS ON PAGE 59 FOR URETHANE CLEARS) and then proceed with artwork.

10. CLEAR COAT

ALL SHIMRIN® KANDY BASECOATS MUST BE CLEAR COATED (with either urethane enamel or acrylic lacquer). Once a system is chosen, after the base coat, stay with that system. Always use House of Kolor® clears. See tech sheets for more information on clear coat application.

ADDITIONAL INFORMATION

Shimrin® Kandy Basecoats may be intermixed for hundreds of color combinations. The possibilities are endless. Create your own one-of-a-kind custom finish.

11. CLEAN UP

Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

NOTE: KBC's may be intermixed for many one-of-a-kind combinations.
**GENERAL INFORMATION**

Kameleon® Kolor is a revolutionary new base coat that actually changes color depending on the angle from which it is viewed. Kameleon® Kolor undergoes broad color changes, for example, from a medium green to a deep purple or from a bright gold to a luminous silver. The Kameleon® Kolor base coat can appear to be different colors to people viewing the exact same area of the car from different angles. Rounded, curved surfaces and sharp angles will highlight the uniqueness of Kameleon® Kolor. Kameleon® Kolor base coats are as easy to apply as our Shimrin® Designer Pearl base coats. Application procedures can vary the appearance of different colors to people viewing the exact same area of the car from different angles.

1. **SUBSTRATE**
   - KS11, KS211 Black Ko-Seal® II
   - BC25 Black Shimrin® Base Coat

2. **PREPARATION**
   - Read ‘TECH PREP’ thoroughly before you begin painting. Kameleon® Kolors are very susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins, and some primers. To prevent staining, strip bare (or to OEM primer) and prime with our KP2CF Chromate Free Kwkure Epoxy Primer or our KD2000 Direct to Metal Epoxy Primer. See tech sheets for more information on KP & KD Primers.

3. **GROUND COAT**
   - KS11, KS211 Black Ko-Seal® II
   - BC25 Black Shimrin® Base Coat
   Use BC25 or KS11 or KS211 for a ground coat as shown in the color card. The color of the ground coat will vary the amount of coats it will require to obtain the best results. We do not recommend using a white base coat since many coats will be necessary to achieve coverage. If BC25 cannot be used, use PBC100 or PBC43.

4. **SANDING THE SUBSTRATE**
   - Ko-Seal® II (see tech page on Ko-Seal® II)
   - SG100 = Maroon scuff pad

5. **COMPONENTS**
   - KF Kameleon® base coat
   - RU310 (fast), RU311 (medium) urethane reducer,
   - Air Brush Application = 1 part Shimrin® base, 1 part RU-reducer

6. **MIXING KAMELEON® KOLORS**
   - 2 parts Shimrin® base coat
   - 1 part RU series reducer
   Stir Kameleon® Kolor well. Reduce 50% (2 parts paint to 1 part reducer). Mix well. REDUCE ONLY WITH OUR KOSMIC REDUCERS. Use the reducer best suited for your shop temperature. See tech sheet for more information on RU reducers. Kameleon® Kolor is encapsulated metallic platelets, which are very easy to apply. NOTE: Over-reducing and/or diluting with SG100 will give a darker, coarser appearance with a more subtle color change compared to normal reduction and application. This effect will diminish and approach normal color effect as more coats are applied. This allows for more novel effects.

7. **GUN SETUP**
   - Conventional Gun = 45 to 55 PSI
   - HVLP Gun = 10 PSI at the cap
   (Refer to spray gun manufacturer’s recommendations)
   - Needle/Nozzle = 1.0 to 1.3
   (Depending on the size of object being painted)
   - Trigger Pull = 50% to 75%
   - Air Brush = Follow gun manufacturer’s recommendations

8. **APPLYING KAMELEON® KOLORS**
   - Strain the paint into the paint gun. Gun distance while spraying should be approximately 6 inches or less. Apply 3 coats with 75% pattern overlap. Avoid dry spraying as molting or loss of adhesion is possible. Allow flash time between coats. Wetter coats with a 75% overlap prevent molting and streaking.
   NOTE: DO NOT APPLY HEAVY WET COATS OF KF KAMELEON® BASES AND EXPECT THEM TO FLOW; THIS WILL TYPICALLY RESULT IN WRINKLING AND SPLITTING. They behave very much like a lacquer, so apply medium coats only and avoid heavy build. Do not dry spray or lack of adhesion is possible. Apply medium coats, 75% overlap. Flash dull between coats.

9. **DRIY TIME**
   - KAMELEON® FLASH TEST - ALL BASES WILL DRY DULL AND SHOULD FEEL DRY TO THE TOUCH BEFORE THE NEXT COAT IS APPLIED.
   Allow dry time before clear or artwork is applied, usually 15 - 60 minutes and not longer than 4 hours.

10. **ARTWORK & INTERCOAT CLEAR (optional)**
   - KAMELEON® KOLOR Bases, with their low solids, are an excellent choice for artwork paint jobs. DO NOT TAPE DIRECTLY ONTO THIS BASE. If artwork is planned, apply 1 or 2 medium coats of SG100 Intercoat Clear (for urethane enamel topcoats) or SC01 Sunscreen Clear (for acrylic lacquer topcoats). The clear coat will protect the Kameleon® Base from tape marks and allow cleanup of mistapes. Sand wet for improved adhesion (PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR SG100 and URETHANE CLEAR). See tech sheet for more information on SG100 Intercoat Clear.
   NOTE: Artwork colors applied over Kameleon® Kolor bases can reduce or completely eliminate the color change effect. Always test any planned artwork on a test panel.
   NOTE: SG100 Intercoat Clear is designed to protect the base coats for artwork tape coats and blends only. DO NOT USE SG100 AS A BUILD-UP OR TOPCOAT CLEAR, AS IT IS NOT WEATHER RESISTANT OR DESIGNED TO EXCEED 4 COATS.
   CAUTION: Kameleon® Colors can be removed by final wash solvents. Use water or KC20 Post Sanding Cleaner for cleanup.

11. **CLEAN UP**
   - ALL KAMELEON® KOLORS MUST BE CLEAR COATED (with either urethane enamel or acrylic lacquer). Once a system is chosen, after the base coat, stay with that system. Use only House of Kolor® clears for best results. See appropriate tech sheets for more information on clear coat application.

12. **CLEAR COAT**
   - Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).
**GENERAL INFORMATION**

The Kosmic Krome® Effect Base represents the application of revolutionary aluminum flake chemistry. Due to the unique nature of these pigments it is very easy to experience inconsistencies in the final appearance. The method of application is more technically challenging than conventional products and the preparation, substrate, and application process must be followed to the letter. The final result can be a beautiful and interesting finish that, when combined with other House of Kolor® products, will extend your creative palette for years to come.

### 1. SUBSTRATE
- Ko-Seal® II
- SG100 Intercoat Clear (artwork only)
- Properly cured topcoat clears and OEM finishes (artwork only)

### 2. PREPARATION

Read "TECH PREP" thoroughly before you begin painting. Please be aware that Kosmic Krome® Effect Bases can be susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, please refer to the tech pages on KP & KD epoxy primers.

### 3. GROUND COAT
- Sealer (Ko-Seal® II)

**VEHICLE MUST BE ONE EVEN COLOR BEFORE APPLICATION OF BASE COAT.** Ko-Seal® II Sealers are commonly used and recommended as the ground coat for Kosmic Krome® Effect Bases. When using sealer, allow flash time. See tech sheet for information on Ko-Seal® II application. NOTE: Sealer is not a cure-all for poor preparation and does not prevent discoloration or bleeding. The main purpose of the sealer is to increase adhesion of topcoats, to make the object one color (nearest to the base for faster coverage), and to improve color holdout.

### 4. SANDING THE SUBSTRATE
- Ko-Seal® II (see tech page on Ko-Seal® II)
- SG100, Cured Top Coat Clears & OEM Finishes (artwork only)
- * Dry Sandpaper = 280P to 320P grit (CAMI grade = 240 to 280 grit)
- * Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
- * Maroon Scuff Pad

### 5. COMPONENTS

- MC01 ALUMINUM EFFECT
- MC02 COPPER EFFECT
- MC03 BRONZE EFFECT
- MC04 GOLD EFFECT

### 6. MIXING KOSMIC KROME® EFFECT BASE (MC)

The Kosmic Krome® Effect Bases are packaged ready to spray. The Kosmic Krome® Effect Bases should be shaken gently for 5 minutes prior to use.

### 7. GUN SET UP
- HVLP Gun = 1.2 to 1.4 Fluid tip
- Gravity Feed Gun = 1.2 to 1.4 Fluid tip
- Mini Gravity Feed Gun = 0.8 to 1.0 Fluid tip
- Air Brush = 0.2 to 0.5 Fluid tip

Adjust any gun set up to achieve a fine spray, consistent fan, and be sure to spray within the distance that will provide the most even application. This is usually only 6-8 inches for a "Full" size gun and may be 4-6 inches for a "Mini" style gun. Always do a test panel, with the complete system, to test your application, spray gun function, effect, and your art plans, BEFORE you spray your project.

### 8. APPLICATION

For the colors MC01, MC02, MC03, & MC04, apply 2-3 light "mist", but not "dry", coats using a 75% pattern overlap when spraying. An example set up would be 1.3 fluid tip open 40-50% with a medium transverse speed. Allow to flash 5-10 minutes between coats.

### 9. DRY TIME

For the colors MC01, MC02, MC03, MC04, allow 15-60 minutes to dry and not longer than 12 hours before applying House of Kolor® Clearcoats.

### 10. ARTWORK & INTERCOAT CLEAR (optional)

The Kosmic Krome® Effect Bases, with their low solids, are an excellent choice for artwork paint jobs. **DO NOT TAPE DIRECTLY INTO THE KOSMIC KROME® EFFECT BASES.** If artwork is planned, apply 1 or 2 medium coats of SG100 Intercoat Clear (for urethane enamel topcoats) or SC01 Sunscreen Clear (for acrylic lacquer topcoats). The clear coat will protect the Kosmic Krome® Effect Bases from the tape marks and allow cleanup of mistakes. **PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR FINAL SANDING OF INTERCOAT CLEAR.** See tech sheet for more information on SG100 Intercoat Clear.

**NOTE:** **DO NOT SAND** The Kosmic Krome® Effect Bases DIRECTLY. Apply SG100 Intercoat Clear for base coat protection if sanding is required. If you directly sand the Kosmic Krome® Effect Bases, you must re-base. **NOTE:** SG100 Intercoat Clear is designed to protect the base coats for artwork tape-outs and blends only. **DO NOT USE SG100 AS A BUILD-UP OR TOPCOAT CLEAR, AS IT IS NOT WEATHER RESISTANT OR DESIGNED TO EXCEED 4 COATS.** **CAUTION:** The Kosmic Krome® Effect Bases do not have any chemical resistance until cleared. Final wash solvents will remove base coats. Use KC20 Post Sanding Cleaner for cleanup.

### 11. KANDY COAT (optional)

The Kosmic Krome® Effect Bases may be Candied with either acrylic lacquer or urethane enamel. Remember if you Kandy with acrylic lacquer, you must also clear with acrylic lacquer. (If you Kandy with urethane enamel, you must also clear with urethane enamel.) See appropriate tech sheets for Kandy application. For artwork, our Kandy Koncentrates may be mixed with SG100 Intercoat Clear for Kandy graphics. See KK & SG100 tech sheets for more information.

### 12. CLEAR COAT

The Kosmic Krome® Effect Bases MUST BE CLEAR COATED (with either urethane enamel or acrylic lacquer). Once a system is chosen, after the base coat, stay with that system. We recommend that you use House of Kolor® clears for best results. See appropriate tech sheets for more information on clear coat application.

### 13. CLEAN UP

Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).
The Kosmic Krome® Mirror Reflective Effect Base represents the application of revolutionary aluminum flake chemistry. Due to the unique nature of these pigments it is very easy to experience inconsistencies in the final appearance. The method of application is more technically challenging than conventional products and the preparation, substrate, and application process must be followed to the letter. The final result can be a beautiful and interesting finish that, when combined with other House of Kolor® products, will extend your creative palette for years to come.

WARNING:
- Substrates other than recommended will “absorb” the MC00 base and it will appear grey and inconsistent.
- The use of sanding with grits not recommended, as it will result in a different appearance.
- Any variation of the surface will be magnified and may ruin the project.
- Rough paper towels or solvent-based cleaners will ruin your project when using MC00.
- Do not use competitive clears, bases, or primers.
- Assure that your spray gun is functioning properly. It is critical that application be even.
- Open the tack cloth completely and air dry for at least an hour to reduce stickiness. A sticky residue transfer will ruin a project.
- Always do a test panel, with the complete system, to test your application, spray gun function, effect, and your art plans, BEFORE you spray your project.
- Plan your artwork to apply this product last. This will maximize the “metal” effect.
- Do not apply SG100 directly to MC00. When performing artwork over the MC00 first coat MC00 with the appropriate House of Kolor® Clear, allow the clear to dry, sand, and continue.
- The Kosmic Krome® Mirror Reflective Effect Base is intended for artwork only and may be difficult to apply evenly on larger areas.
- Do not “oversell” your customers. The Kosmic Krome® Mirror Reflective Effect Base, even when applied correctly, will not match the shine, hardness, and reflectivity, of an actual plated surface.

1. SUBSTRATE
In order for Kosmic Krome® Mirror Reflective Effect Base to show the maximum effect, the substrate must be a fully dry, very smooth, 2K Urethane surface. House of Kolor® Clearcoats UC35, UFC35, UFC19, UC01, UFC01, and UCC01 are the only recommended surfaces for this product. The smoothness of the substrate will determine the appearance of the metal effect bases. Any scratch from sanding, wiping, or tacking will show through when MC00 is applied.

2. GROUND COAT
The actual color of the ground coat is not important; any color can work. The Kosmic Krome® Mirror Reflective Effect Base is commonly sprayed over black, however, for a “ghosted” metal look try different ground colors. This adds to the creative possibilities. The stability and smoothness of dry 2K Urethane is what is important. Prepare the 2K Urethane as illustrated below.

3. PREPARATION
To get the maximum reflective effect, we recommend the MC00 be applied directly to a surface that has been color sanded, polished, and cleaned with KC20 and a soft towel. This procedure is required for the complete visual effect of these products, however, ONLY in this situation do we recommend this process. It is known that this process will diminish the integrity of the system. However, if the effect this product offers with what is required for your art plan, there is no replacement for the visual possibilities of this system.

4. COMPONENTS
The Kosmic Krome® Mirror Reflective Effect Base is provided and ready to spray.

5. MIXING KOSMIC KROME® BASE (MC00)
The Kosmic Krome® Mirror Reflective Effect Base should be shaken gently for 5 minutes prior to use.

6. GUN SET UP
- HVLP Gun = 1.2 to 1.4 Fluid tip
- Gravity Feed Gun = 1.2 to 1.4 Fluid tip
- Mini Gravity Feed Gun = 0.8 to 1.0 Fluid tip
- Air Brush = 0.2 to 0.5 Fluid tip

Adjust any gun set up to achieve a fine spray, consistent fan, and be sure to spray within the distance that will provide the most even application. This is usually only 6-8 inches for a “Full” size gun and may be 4-6 inches for a “Mini” style gun. Always do a test panel, with the complete system, to test your application, spray gun function, effect, and your art plans, BEFORE you spray your project.

7. APPLYING KOSMIC KROME® BASE (MC00)
Apply as little Kosmic Krome® Mirror Reflective Effect Base as is needed to achieve the desired effect. An example set up would be 1.3 fluid tip open 10-15% with a medium to fast transverse speed. Usually this will be 1-2 thin coats. Over application, including a “wet” type coat, will result in a total loss of effect. The reflective qualities of MC00 will not become visible until flash dry has occurred.

8. KANDY COAT (optional)
The Kosmic Krome® Effect Bases may be Candied with either acrylic lacquer or urethane enamel. Remember if you Randy with acrylic lacquer, you must also clear with acrylic lacquer. (If you Kandy with urethane enamel, you must also clear with urethane enamel.) See appropriate tech sheets for Kandy application. For artwork, our Kandy Koncentrates may be mixed with SG100 Intercast Clear for Kandy graphics. See KK & SG100 tech sheets for more information.

9. DRY TIME
Allow MC00 to dry for at least 12 hours at 70°F before applying House of Kolor® Clearcoats. Up to 24 hour is OK; however, be careful to keep the job clean as aggressive tacking, wiping, or handling can ruin the finish by scratching or smudging the MC00.

12. CLEAR COAT
When clearcoating the Kosmic Krome® Effect Base, special care must be taken to preserve the unique reflective qualities. Only use House of Kolor® clearcoats as they are designed for the performance requirements associated with custom painting. Apply UC35, UFC35, UCC01, UC01, UFC01, or UFC19 directly to the Kosmic Krome® color. Apply the first coat, with the appropriate catalyst/reducer combination, with a fine mist. Apply only enough clear to achieve flow in a thin flowing coat. Allow the clear coat to dry 12-24 hours. This is very important, as too wet a coat can cause a loss of effect. After 24 hours, lightly sand and re-clear.

Note: The excessive build of true Kandy paint work requires a very stable foundation. With the special process approved for the use of these “metal” finishes comes a compromise in total system performance. The House of Kolor® Urethane, or Kandy Koncentrate. Kandy colors will look great when applied over the Kosmic Krome® Mirror Reflective Effect Base; however, select the process and product sequence in an order that will minimize the amount of material that is applied over the Kosmic Krome® Mirror Reflective Effect Base. Note: Do not apply SG100 directly to MC00. When performing artwork over the MC00, coat MC00 with the appropriate House of Kolor® Clear first. Allow the clear to dry, sand, and continue.
ADDITIONAL INFORMATION

• Substrates other than recommended will “absorb” the Kosmic Krome® Mirror Reflective Effect Base and it will appear grey and inconsistent.
• Sanding with grits not recommended will result in a different appearance.
• Any variation of the surface will be magnified and may ruin the project.
• Rough paper towels or solvent-based cleaners will ruin your project when using MC00.
• Do not use competitive clears, bases, or primers.
• Assure that your spray gun is functioning properly. It is critical that application be even.
• Open the tack cloth completely and air dry for at least an hour to reduce stickiness. A sticky residue transfer will ruin a project.
• Always do a test panel, with the complete system, to test your application, spray gun function, effect, and your art plans, BEFORE you spray your project.
• Plan your artwork to in order to apply this product last to maximize the “metal” effect.
• Do not apply SG100 directly to MC00. When performing artwork over the MC00 first coat MC00 with the appropriate House of Kolor® Clear, allow the clear to dry, sand, and continue.
• The Kosmic Krome® Mirror Reflective Effect Base is intended for artwork only and may be difficult to apply evenly on larger areas.
• Do not “oversell” your customers. The Kosmic Krome® Mirror Effect Base, even when applied correctly, will not match the shine, hardness, and reflectivity, of an actual plated surface.

13. CLEAN UP

Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations)

NOTES
GENERAL INFORMATION

Kosmic Kolor® Urethane Enamel single stage solid colors may be applied over any of our Shimrin® Universal Base Coats and Sealers. Use only Kosmic Reducers for best results. Do not mix other companies products with House of Kolor®’s products, as many have proven to be incompatible. This includes other companies’ primers, sealers, reducers and clears.

IMPORTANT NOTE

Use only our Kosmic Reducers. Carefully choose the correct reducer based on your spray booth temperature with fan running. If no spray booth is available, use a faster dry reducer. Kosmic Reducers have very noticeable differences in dry times. For additional flow, add more reducer of the same speed or mix with a slower reducer. See tech sheet for more information on Kosmic Reducers.

IMPORTANT NOTE: Kosmic Urethane Enamels used in some VOC restricted areas must be top coated with our UC or UFC Klears to meet current VOC regulation.

1. PREPARATION

Read ‘TECH PREP’ thoroughly before you begin painting. To prevent filler bleed through, apply 3 coats of our KP2CF Chromate Free Kwikure Epoxy Primer or our KD2000 Direct To Metal Epoxy Primer. See tech sheets for more information on KP & KD Primers.

2. GROUND COAT

- Sealer (Ko-Seal® II)
  - For UB04, UFB04 Jet Set Black = KS11 or KS211 (Ko-Seal® II)
  - For UB05, UFB05 Brite White = KS10 or KS210 (Ko-Seal® II)
  - For UFB06 Kosmos Red = KS10 or KS210 (Ko-Seal® II)

VEHICLE MUST BE ONE EVEN COLOR BEFORE APPLICATION OF BASE COAT. Sealers may be used and recommended as a ground coat. Use House of Kolor® Ko-Seal® II (available in three colors). Use a sealer closest to the base color for faster coverage of base coats. Follow label instructions. Allow flash time on the sealer. See tech sheet for information on Ko-Seal® II.

NOTE: Sealer is not a cure-all for poor preparation and does not prevent discoloration or bleeding.

3. SANDING THE SUBSTRATE

- Ko-Seal® II (see tech page on Ko-Seal® II)
- OEM Finishes
  - Dry Sandpaper = 280P to 320P grit (CAMI grade = 240 to 280 grit)
  - Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
  - Maroon Scuff Pad

4. COMPONENTS

- Kosmic Urethane Enamel
- RU310 (fast), RU311 (medium), RU312 (slow), RU313 (very slow) urethane reducer
- KU100, KU150 Exempt or KU151 Exempt Hi Temp Flo-Catalyst
- Air Brush application = Not recommended

5. MIXING KOSMIC KOLOR® URETHANE ENAMELS

- 2 parts Kosmic Kolor® Urethane Enamel
- 1 part KU100 Catalyst or KU150 Exempt Hi Temp Flo-Catalyst
- 1 part RU-reducer
- Air Brush Application = Not recommended

NOTE: For extra flow, add an additional 3 to 6 oz. RU-reducer per mixed quart.

NOTE: To increase gloss, depth and jetness to UB04 and UFB04 black. Mix equal amounts of clear to the black (UB04 use UC35) (UFB04 use UFC35) in the last coat prior to reducer or catalyst.

6. GUN SET UP

- Conventional Gun = 45 to 55 PSI
- HVLP Gun = 10 PSI at the cap

(Refer to spray gun manufacturer’s recommendations)
- Needle/Nozzle = 1.3 to 1.5

(Depending on the size of object being painted)
- Trigger Pull = 50% to 75%
- Air Brush = Not recommended

7. APPLING UB & UFB KOSMIC KOLOR® URETHANE ENAMELS

Strain the paint into paint gun. Apply 1 medium coat. Allow flash time (see “URETHANE FLASH TEST” below). Follow with 1 to 2 wet coats, 50% pattern overlap. Gun distance while spraying should be approximately 6 inches.

7. APPLYING UB & UFB KOSMIC KOLOR® URETHANE ENAMELS (continued)

Walk long objects. Allow flash time between coats. HVLP guns work best held close.

URETHANE FLASH TEST – PAINT SHOULD BE STICKY AND NOT STRING WHEN TOUCHED AT THE WETTEST POINT BEFORE NEXT COAT IS APPLIED. (When using the flash test, always touch a new spot). Monitor closely for maximum merging of coats.

NOTE: Too long a dry time between coats may cause lifting. If finish feels dry, allow 12 hours at 70°F before re-coating. Scuff with maroon scuff pad to remove gloss or lightly wet sand with 500 or 600 wet.

NOTE: Over spray from any catalyzed topcoat material such as our UB04, UB05, UK Kandys, and UC or UFC Clears, may lift when base coats are applied. Mask carefully to prevent this over spray when painting door jambs, etc.

8. DRY TIME

- Air dry at 70°F = 24 hours
- Force dry at 140°F = 30 minutes flash time, 1 hours bake, with 1 hour cool down.

9. FINISHING AND POLISHING

- In a 70°F shop, allow 24 hours for dry time before polishing.
- See tech sheet for information on Polishing & Finishing.

NOTE: After 60 days, the vehicle may be waxed. We recommend using a quality non-abrasive Carnauba wax.

10. CLEAN UP

Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).
UK KOSMIC KOLOR® URETHANE ENAMEL KANDYS

GENERAL INFORMATION
Kosmic Kolor® Urethane Enamel Kandys may be applied over any of our Shimrin® Universal Base Coats. Use only Kosmic Reducers. Do not mix other companies products with House of Kolor®'s products, as many have proven to be incompatible. This includes other companies' primers, sealers, base coats, reducers and clear. IMPORTANT NOTE
Use only our Kosmic Reducers. Carefully choose the correct reducer based on your spray booth temperature with fan running. If no spray booth is available, use a faster dryer. Kosmic Reducers have very noticeable differences in dry times. For additional flow, mix more reducer of the same speed or mix with a slower reducer. See tech sheet for more information on Kosmic Reducers.

IMPORTANT INFORMATION ABOUT UK'S
The following UK's have a tendency to bleed through artwork applied over them. Always use our Bleed Check Sealer SBS10 before any artwork is applied. See tech sheet for more information on Bleed Check Sealer. A catalyzed clear coat will NOT stop their tendency to bleed. However, if multiple applications of clear (2 or more) and proper flash time between coats is observed, the leaching of color into the clear is reduced.
The UK products that have a tendency to bleed are: UK03, UK05, UK06, UK10, and UK13.

IMPORTANT INFORMATION ABOUT UK18 KANDY PINK
UK18 Kandy Pink has limited light fastness and should only be used on products that have limited exposure to sunlight. Use with discretion. UK18 is recommended.

1. PREPARATION
Read "TECH REP" thoroughly before you begin painting. To prevent filler bleed through, apply 3 coats of our KP2CF Chromate Free Kwikure Epoxy Primer or our KD2000 Direct To Metal Epoxy Primer. See tech sheets for more information on KP & KD Primers.

2. GROUND COAT
• Sealer (Ko-Seal® II)
• Shimrin® Bases
VEHICLE MUST BE ONE EVEN COLOR BEFORE APPLICATION OF BASE COAT. Sealers may be used as a ground coat. Use House of Kolor® Ko-Seal® II (available in three colors). Use a sealer closest to the base color for faster coverage of base coats. Follow label instructions. Allow flash time on sealer.

3. BASE COAT
You may use any of our Shimrin® Bases under the Kosmic Kolor® urethane enamels. Follow label instructions. Allow flash time on each coat of base color. See individual tech sheets for specific instructions.

4. SANDING THE SUBSTRATE
• Ko-Seal® II (see tech page on Ko-Seal® II)
• OEM Finishes
  ° Dry Sandpaper = 280P to 320P grit (CAMI grade = 240 to 280 grit)
  ° Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
• Maroon Scuff Pad

5. COMPONENTS
• Kosmic Urethane Enamel
• KU100, KU150 Exempt, or KU151 Exempt Hi Temp Flo-Catalyst
• RU310 (fast), RU311 (medium), RU312 (slow), RU313 (very slow) Urethane Reducer
• Air Brush Application = Not recommended

6. MIXING KOSMIC KOLOR® URETHANE ENAMELS
• 2 parts Kosmic Kolor® Urethane
• 1 part RU- reducer
• 1 part KU100 Catalyst, KU150 or KU151 Exempt Hi Temp Flo-Catalyst
• Air Brush Application = Not recommended
NOTE: For extra flow and material control, add an additional 2 to 4 oz. RU-reducer per mixed quart.

7. GUN SET UP
• Conventional Gun = 55 to 65 PSI
• HVLP Gun = 10 PSI at the cap
(Refer to spray gun manufacturer's recommendations)

7. GUN SET UP (Continued)
• Needle/Nozzle = 1.3 to 1.5
(Depending on the size of object being painted)
• Air Brush Application = Not recommended.

8. APPLYING UK KOSMIC KOLOR® URETHANE ENAMEL KANDYS
Kosmic Kandys may be applied over any of our Shimrin® bases or Kosmic Solid Colors. Always spray a test panel before committing to the job.
NOTE: KU100, KU150 & KU151 Catalysts are moisture sensitive and will not keep for long periods once opened. When doing small jobs, buy smaller containers to prevent spoilage. Keep container tightly sealed.

9. KANDY APPLICATION TECHNIQUES
The application of “Kandy Type” finishes are among the most demanding of all finishes. Great attention must be paid in spray gun settings, number of coats and basic spray gun techniques. The following steps, when observed, provide consistent results.

Setting up the Spray Gun
• Know the equipment
• Check spray gun pattern, it must be consistent. (See Diagram One)
• Turn fluid knob in, to restrict trigger pull and reducer amount of Kandy delivered.
This must be done for the first two to three coats to avoid streaking. A 75% pattern overlap is mandatory.

Diagram One

- Must deliver even, consistent pattern.
- (Know pattern width)
9. KANDY APPLICATION TECHNIQUES (Continued)

Application - The First 2 to 3 Coats
- Apply Kandy with recommended pattern overlap. (See Diagram Two)
- Spray gun should be 4 to 6 inches from surface.
- Do not apply Kandy panel to panel, spray entire length of object.
- Spray in straight lines, do not follow body lines. (See Diagram Three)

Application - Final Coats
- Adjust fluid knob for a larger pattern 5-7” apply additional 2 to 3 coats with 50% overlap.
- Allow each coat to stop “stringing” before applying next coat. Do not allow coats to completely dry to touch between coats.
- Apply 2 to 3 coats of UC or UFC urethane top coat clear, allowing Kandy only enough time to stop “stringing”. Do not allow Kandy to completely dry before clearing or wrinkling and lifting is likely to occur.

NOTE: Do not use SG100 Intercoat Clear. This is a base coat material. Use our Catalyzed UC or UFC Clear only.

10. DRY TIME
- Air dry at 70°F = 24 hours
- Force dry at 140°F = 30 minutes flash time, 2 hours bake, with 1 hour cool down.

NOTE: Based upon weather conditions, number of coats, solvent speed, etc. It is not unusual for the Kandy job to remain soft for extended periods of time. This does not mean the finish is uncured, it indicates the finish is holding solvents and will need additional time to fully harden.

11. FINISHING AND POLISHING
- In a 70°F shop, allow 24 hours for dry time before polishing.
- See tech sheet for information on Polishing & Finishing.

After 60 days, the vehicle may be waxed. We recommend using a quality non-abrasive Carnauba wax.

12. CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).
**GENERAL INFORMATION**

Kandy Koncentrates are used to richen any of our Kosmic Kolor® Urethane Enamel Kandys or Kustom Kolor® Acrylic Lacquer Kandys. Kandy Koncentrates:

- Get you through the tough stuff fast, saving time and material.
- Are perfect for motorcycles or small parts when speed is a factor.
- Are great for touch ups.
- Tint UK Kandys, base coats, and sealers for additional colors. Example: Add a small amount of KK09 Organic Green Kandy Koncentrate to UK02 Lime Gold Kandy to make a beautiful Lime Green Kandy.
- Strengthen Kandys for faster coverage on frames, door jams, under trunk and hood areas, etc. Topcoats can literally be cut in half with Kandy Koncentrates. Not generally recommended for exterior on over all Kandy completes.
- May be added to SG100 Intercoat Clear (for urethane enamel topcoats) or SC01 Sunscreen Clear (for acrylic lacquer topcoats), for multi-colored Kandy tape outs with minimal build. Dries fast, so many colors may be applied in one day.
- Have long term shelf life. Use factory packaged Kandys for overall refinishing and for maximum longevity.

**IMPORTANT NOTE**

KK Kandy Koncentrates are additives and cannot be applied as packaged. They must be intermixed with either our sealers, bases, UK Kandy’s, or clears.

For best results we recommend that you use only House of Kolor® products when mixing.

**IMPORTANT INFORMATION ABOUT KK’S**

The following KK’s have a tendency to bleed through art work applied over them. Always use our USG100 Intercoat Barrier Klear before any artwork is applied. See tech sheet for more information on USG100. Follow label instructions. A catalyzed clear coat will NOT stop their tendency to bleed. However, if multiple applications of clear (2 or more) and proper flash time between coats is observed, the leaching of color into the clear is reduced, if not eliminated. Do individual testing. The KK products that have a tendency to bleed are: KK03, KK05, KK06, KK10, and KK13.

**IMPORTANT INFORMATION ABOUT KK18 KANDY PINK**

KK18 Kandy Koncentrate Pink has limited light fastness and should only be used on products that have limited exposure to sunlight. Use with discretion. KK18 is recommended for show vehicles.

### 1. MIXING & APPLYING KANDY KONCENTRATES

To approximate our UK Kandy’s, follow the mixing ratios below:

<table>
<thead>
<tr>
<th>To Duplicate UK Kandy Kolor</th>
<th>Kosmic Klear</th>
<th>RU310, 311, 312, or 313 Reducers</th>
<th>KU150 or KU151 Exempt Catalyst</th>
<th>KK Koncentrate Kolor</th>
<th>KK Ratio (in ounces)</th>
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<tbody>
<tr>
<td>UK01</td>
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<td>UK02</td>
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**To Intensify UK Kandy’s:**

When mixing with Kosmic Kandys, reduce and catalyze, making 1 quart. Then begin adding Kandy Koncentrate in half ounce increments. Usually by viewing the stir stick, the degree of intensity can be determined. Color should appear rich to achieve color density in 3-4 coats. See tech sheet for Kandy and appropriate clear tech sheets for mixing and application instructions.

**Mixing With SG100 For Artwork:**

When mixing with SG100 Intercoat Clear, simply reduce and begin adding Kandy Koncentrate in half ounce increments. DO NOT APPLY MORE THAN 4 COATS OF SG100. Not recommended for overall paint application and is not designed for hi-build. See tech sheet for mixing and application instructions.

**NOTE:** Generally, a 1 to 1 reduction prior to addition of Kandy Koncentrate is common. Air Brush artists often mix up to 20% KK Koncentrates to ready to spray SG100.
SG100 INTERCOAT CLEAR

GENERAL INFORMATION
SG100 Intercoat Clear is designed as a protective intermediate clearcoat for artwork tape outs on Shimrin® Base Coats. USE ONLY WHEN TOP COATING WITH URETHANE ENAMEL. SG100 Intercoat Clear prevents the tape from marking or pulling the metallic and splitting when top coated, provided only a minimum of medium coats has been applied. Do your art tape outs, spray, and remove tape as soon as possible to reduce tape marks and adhesive tracks. SG100 Intercoat Clear may be used to blend Shimrin® Pearl and Metallic Base Coats, to mix Pearl and Kandy Koncentrates, and to cut the Shimrin® Base for touch-ups and blends.

IMPORTANT NOTE
DO NOT USE SG100 AS A TOPCOAT CLEAR, THIS IS A BASE COAT MATERIAL! SG100 is designed to protect base coats for artwork tape outs and blends only. DO NOT USE SG100 AS A BUILD-UP CLEAR. Do not apply more than 4 medium coats of SG100 as wrinkling and splitting may occur. If over reduced, more coats are acceptable.

NOTE: SG100 may be applied over basecoats, over cured catalyzed urethanes for additional tapeouts. However, use fast reducer and allow dry time between coats to prevent lifting.

1. SUBSTRATE
• All Shimrin® Bases
• Marblizer®s
• Properly cured top coat clears and OEM finishes (artwork only)

2. PREPARATION
Prior to applying SG100 Intercoat Clear, it is advised to lightly tack surface with a fully open tack cloth, or perform minor cleanup with KC20 Post Sanding Cleaner.

3. COMPONENTS
• SG100 Intercoat Clear
• RU310 (fast), RU311 (medium) urethane reducer,
• Air Brush application: RU311 (medium) RU312 (slow)

4. MIXING SG100 INTERCOAT CLEAR
• 2 part SG100 Intercoat Clear
• 1 part RU- reducer
• Air Brush Application: 1 part Shimrin® base, 1 part RU-reducer
Sw SG100 prior to use, as a separation of ingredients will occur.
NOTE: Use fast drying reducer RU310, or as fast a dry as your conditions allow.
NOTE: Intercoat Clear is a base coat resin system, DO NOT ADD CATALYST. See tech sheet for more information on reducers.
NOTE: Maximum recommended over reduction is 1 part SG100 to 1 part reducer. This ratio is always used when Kandy Koncentrates and pearls are mixed with SG100.

5. GUN SET UP
• Conventional Gun = 45 to 55 PSI
• HVLP Gun = 10 PSI at the cap
(Refer to spray gun manufacturer’s recommendations)
• Needle/Nozzle = 1.3 to 1.5
(Depending on the size of object being painted)
• Trigger Pull = 50% to 75%
• Air Brush = Follow gun manufacturer’s recommendations

6. APPLYING SG100 INTERCOAT CLEAR
Apply 1 or 2 medium coats of SG100 Intercoat Clear after the last coat of Shimrin® base has flashed dull, with 50% spray pattern overlap. Gun distance while spraying should be approximately 6 inches. Allow flash time between coats and approximately 1 hour before taping (tape time will vary with weather and shop conditions). In many instances SG100 may be taped in less than 30 minutes. Always allow flash time between coats.

SG100 FLASH TEST - SG100 WILL DRY TO A SEMI-GLOSS AND FEEL DRY TO THE TOUCH.
NOTE: DO NOT APPLY MORE THAN 4 COATS OF SG100. It is not designed for hi-build.
NOTE: If 4 hours of dry time has elapsed, scuff Intercoat Clear (PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR SG100) to insure proper adhesion of topcoats.
SG100 FLASH TEST - SG100 WILL DRY TO A SEMI-GLOSS AND FEEL DRY TO THE TOUCH. Monitor closely for maximum merging of coats.
NOTE: If SG100 is being used as the carrier for pearls. Do not sand directly as you will darken the pearls. You will need to apply 1 or 2 coats of properly reduced SG100 before sanding.

7. TOUCH UP & BLENDS
SG100 Intercoat Clear may also be used to blend Shimrin® Pearl and Metallic Base Coats. Apply 1 medium coat of SG100 beyond the blend point. Metallics will not darken as they normally would at the blend.

7. TOUCH UP & BLENDS (continued)
Then simply topcoat with any of our Kosmic Kolor® clears.
NOTE: SG100 may also be added to Shimrin® Bases for undetectable blends on touch ups.

8. KANDYS
SG100 Intercoat Clear may also be used to make low solid Kandys by mixing any of our Kandy Koncentrates with SG100. Excellent when many Kandy tape outs are required under urethane topcoats. Perfect for small parts or graphics where speed is a factor. This method is actually faster than lacquer.
See tech sheet for more information on using Kandy Koncentrates.

9. PEARLS
Although SG100 may be used to make Pearls, It is recommended the use of SG150 Intercoat Pearl & Flake Karrier for this application (please refer to the tech page on SG150 Intercoat Pearl and Flake Karrier). Double the amount of reducer in the SG100 for Pearls. Mix 1 part SG100 to 1 part reducer.
When using dry pearl, begin with 1/2 teaspoon lots of dry pearl until desired concentration is achieved per mixed quart.
When using pearl paste, begin with 1/4 teaspoon lots of pearl paste until desired concentration is achieved per mixed quart. These mixtures are designed as starting points for light colored bases. Darker bases may require much less pearl, depending on the effect required.
NOTE: Do not add too much pearl as clouding, mottling, streaking and bunching from too much pearl can occur. Pearl platelets must have room to sparkle. Overcrowding reduces their effect and increases the chance of mottling and streaking.
As with Kandys, use a 75% spray pattern overlap. Do not apply more than 4 coats. See tech sheet for more information on the use of pearl concentrates.

10. DRY TIME
Allow dry time before Kandy or clear is applied (usually about 15 to 60 minutes and not longer than 4 hours). If 4 hours of dry time has elapsed, scuff Intercoat Clear (PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR SG100) to insure proper adhesion of topcoats.
SG100 FLASH TEST - SG100 WILL DRY TO A SEMI-GLOSS AND FEEL DRY TO THE TOUCH. Monitor closely for maximum merging of coats.
NOTE: If SG100 is being used as the carrier for pearls. Do not sand directly as you will darken the pearls. You will need to apply 1 or 2 coats of properly reduced SG100 before sanding.

11. CLEAR COAT
DO NOT USE SG100 AS A TOPCOAT CLEAR. SG100 must be top coated with Kosmic Kolor® UC01, UFC01, UFC19, UFC35, or UC35.

12. CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).
SG150 Intercoat Pearl & Flake Karrier is a base coat clear material that is designed specifically to be used as the carrier for Pearls, Flakes, as well as other dry products offered in the House of Kolor® product line. Due to its unique chemistry, it greatly reduces or eliminates the settling of pearls and flakes after the products are mixed. It also encapsulates the pearls and flake particles, so when sprayed, self orients, locking them in place, greatly reducing blotching and streaking of the finish. Although the material looks semi-opaque in the can, it dries to water clear finish allowing the brilliance of the pearls & flakes to show through.

1. SUBSTRATE
   • Ko-Seal® II
   • All Shimrin® Base Coats
   • Properly cured and prepared top coat clears and OEM finishes

2. PREPARATION
   Read “TECH PREP” thoroughly before you begin painting. Please be aware that Shimrin® bases can be susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, please refer to the tech pages on KP & KD Epoxy Primers.

3. GROUND COAT
   • Ko-Seal® II
   • All Shimrin® Base Coats
   • OEM Finishes

4. COMPONENTS
   • SG150 Intercoat Pearl & Flake Karrier
   • RU310 (fast), RU311 (medium) urethane reducer.
   • Pearls, Flakes, & other Dry products
   • Air Brush application: RU311 (medium), RU312 (slow)

5. MIXING SG150
   • 1 part SG150 Intercoat Pearl & Flake Karrier
   • 1 part RU310, RU311 reducer
   • (Refer to Tech Sheets on pearls, flakes, & other dry products for mixing ratios)
   • Air Brush Application: 1 part Shimrin® base, 1 part RU311, RU312 reducer
   • NOTE: For some heavy Flakes we suggest decreasing the mixing ratio to 2 parts SG150 to 1 part RU Reducer. This will greatly help the suspension of the mixed flake.
   Stir SG150 prior to use, as a separation of ingredients will occur.
   • NOTE: Use fast drying reducer RU310, or as fast a dry as your conditions allow. For large flakes a slower reducer can improve lay down.
   • NOTE: SG150 Intercoat Pearl & Flake Karrier is a base coat resin system, DO NOT ADD CATALYST. See tech sheet for more information on reducers.

6. GUN SET UP
   • Conventional Gun = 45 to 55 PSI
   • HVLP Gun = 10 PSI at the cap
   (Refer to spray gun manufacturer’s recommendations)
   • Needle/Nozzle = 1.3 to 1.8
   (Depending on the size of object being painted)
   • Trigger Pull = 75% to 100%
   • Air Brush = Follow gun manufacturer’s recommendations

7. APPLYING SG150
   Apply 1 to 3 coats of SG150 Intercoat Pearl & Flake Karrier with 75% spray pattern overlap. Gun distance while spraying should be approximately 4 to 6 inches. Do not tape or scuff directly over the SG150. This will discolor the pearl or flake. Allow 15 to 60 minutes flash time between coats. If you intend to do tape outs or allow the SG150 to sit more than 4 hours before applying top coat clear or candy, apply 1 or 2 coats of SG100 Intercoat Clear to protect the pearl and flake. See tech sheet on SG100.
   • SG150 FLASH TEST - SG150 WILL DRY TO A SEMI-GLOSS AND FEEL DRY TO THE TOUCH. Monitor closely for maximum merging of coats.
   • NOTE: DO NOT APPLY MORE THAN 4 COATS OF SG150. It is not designed for hi-build.
**USG100 INTERCOAT BARRIER KLEAR**

**GENERAL INFORMATION**

USG100 Intercoat Barrier Klear is a two-component acrylic urethane base intercoat clear that was designed to offer protection if a light solvent wipe is required, when applied over House Of Kolor® Shimrin® basecoats when used for artistic effects. With the application of 2 medium coats, the USG100 will typically cure in 3 to 4 hours (depending upon shop conditions), and is ready for sanding, tape outs, and the application of artwork and pinstripes. In the event there are errors made such as mis-tapes, or striping mishaps, a light solvent wipe using K10 WAX AND GREASE REMOVER ONLY can be done to remove these mistakes without effecting the base coat or previous artwork under the USG100. The USG100 has demonstrated an ability to prevent bleed through with some of our kandy colors.

**IMPORTANT NOTES**

- **DO NOT USE USG100 AS A BUILDUP OR TOPCOAT CLEAR, THIS IS AN ACTIVATED BASE COAT MATERIAL!** USG100 is designed to protect base coats for artwork, pin striping and tape outs only.
- **DO NOT USE USG100 AS A CARRIER FOR PEARLS, FLAKES, OR KANDY KONCENTRATES.**
- **DO NOT USE RU REDUCER AS A SOLVENT WIPE. USE ONLY KC10 AS A WIPE DOWN AGENT, FOLLOWED WITH KC20 POST SANDING CLEANER AS A FINAL WIPE TO REMOVE ANY SOLVENT RESIDUE LEFT BY THE KC10. REMEMBER THE KEY WORD IS A LIGHT SOLVENT WIPE DOWN, DO NOT OVER WET THE SURFACE.**
- **ON OCCASION, YOU MAY EXPERIENCE IMPRINTING OF THE PIN STRIPE OR GRAPHIC. A LIGHT SCUFFING WITH A SCUFF PAD WILL REMOVE THESE.**
- **ALWAYS DO A TEST TO INSURE THE USG100 HAS PROPERLY CURED PRIOR TO DOING A SOLVENT WIPE DOWN WITH KC10 OVER THE ARTWORK.**

**1. SUBSTRATE**

- All Shimrin® Bases
- Properly cured and prepared topcoat clears and OEM finishes (artwork only)
- **NOTE:** USG100 should never be used directly over Marblizers. Only use SG100 first. USG100 can then be used over the SG100.

**2. PREPARATION**

Prior to applying USG100 Intercoat Barrier Klear, it is advised to wipe down the Shimrin Base with a tack free cloth, or if needed, with KC20 Post Sanding Cleaner.

**3. COMPONENTS**

- USG100 Intercoat Barrier Klear
- R3310 (fast), R3311 (medium) urethane reducer,
- KU100 Catalyst
- Not recommended for Air Brush application

**4. MIXING USG100 INTERCOAT Barrier Klear**

- 3 part USG100 Intercoat Barrier Klear
- 1 part KU100 Catalyst
- 1 part RU reducer
- Stir USG100 prior to use, as a separation of ingredients will occur.
- Pot Life: 1 Hour
- **NOTE:** Use as fast a reducer as your shop conditions will allow.

**5. GUN SET UP**

- Conventional Gun = 45 to 55 PSI
- HVLP Gun = 10 PSI at the cap
  - (Refer to spray gun manufacturer’s recommendations)
- Needle/Nozzle = 1.3 to 1.5
  - (Depending on the size of object being painted)
- Trigger Pull = 50% to 75%

**6. APPLYING SG100 INTERCOAT CLEAR**

Apply 2 medium coats of USG100 Intercoat Barrier Klear at a 50% pattern overlap. Gun distance should be 4” to 6” from object being sprayed. Allow 4 to 6 minutes between coats depending on shop conditions. Use the string test, the finish should feel tacky but not stringing to your finger. Do not allow the USG100 to go out of tack between coats as lifting may occur and ruin all your hard work. **DO NOT DRY SPRAY USG100,** this will cause possible lifting and the loss of integrity of the finish.

- **NOTE:** Do not attempt to improve the flow out of USG100 by applying medium wet or full wet coats or applying more than 2 coats. This will greatly slow down the cure time and its ability to be sanded and taped over within the recommended 3 to 4 hour time period. **REMEMBER,** this is a catalyzed base coat material designed to be used as a barrier protectant of your base coats and artwork, not as a buildup or top coat clear. Flow out and build is not at issue at this stage of your paint job.

**7. DRY TIME**

Allow the USG100 to cure for 3 to 4 hours (depending on shop conditions) prior to sanding or applying artwork. USG100 can be force dried at 140 degrees for 20 minutes. All tests and evaluations are based at 70 degrees with adequate air movement.

**8. SANDING**

USG100 Intercoat Barrier Klear MUST be sanded prior to tape outs for artwork or pin striping.

- Dry Sanding – 320P to 400P Grit DA Paper
- Wet Sanding – 500 to 600 Grit paper
- Maroon Scuff Pad for small or difficult to reach areas.

**IMPORTANT NOTE:** Be very careful not to sand through and into the base coat underneath the USG100. This could lead to edge lifting when top coating the USG100 Intercoat Barrier Klear.

**9. INTENDED USE AS A BARRIER AGAINST KANDY BLEED THROUGH**

Some Kandy colors are known to be bleeders. Apply 2 coats of USG100 as outlined above. Wet sand the clear. If you notice any color in the sanding residue, you will need to reapply additional coats of USG100 until the sanding residue shows white.

**10. CLEAR COAT**

USG100 Intercoat Barrier Klear must be top coated with House Of Kolor’s Kosmic Kolor® UCC01, UC35, UFC35, or UFC19 Clear Coats.

**11. CLEAN UP**

Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).
GENERAL INFORMATION

Kosmic Urethane Flo-Klear UFC35 is a National Rule and SCAQMD Rule 1151 compliant product. See mixing directions below. UFC35 may be used to topcoat any of our Kosmic Kolor® urethane or polyurethane enamel finishes, or any of our Shimrin® Base Coats. UFC35 is a medium solids Klear that has application properties similar to conventional Klear UFC01. UFC35 features excellent flow out for better D.O.I... (Distinctness of Image), ultra-high gloss, good chemical and water resistance, good abrasion, and stone bruise resistance, is extremely flexible and polishes, and buffs easily.

1. PREPARATION

Read "TECH REP" thoroughly before you begin painting. To prevent filler bleed through, apply 3 coats of our KP2CF Chromate Free Kwikure Epoxy Primer or our KD2000 Direct To Metal Epoxy Primer. See tech sheets for more information on KP & KD Primers.

2. SUBSTRATE

- Shimrin® Base Coats
- UK Kandy’s
- Properly cured and prepared OEM finishes

3. SANDING THE SUBSTRATE

- UK’s and Shimrin® Base Coats
- See tech sheets on UK Kandy’s and Shimrin® Base Coats
- OEM Finishes
- Dry Sandpaper = 280P to 320P grit (CAMI grade = 240 to 280 grit)
- Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
- Maroon scuff pad

4. COMPONENTS

- UFC35 Kosmic Urethane Flo-Klear
- RU310 (fast), RU311 (medium), RU312 (slow), RU313 (very slow) urethane reducer. RU300 Exempt Reducer (California only)
- KU150 Catalyst or KU151 Exempt Hi Temp Flo-Catalyst
- Air Brush application: Not recommended

5. MIXING UFC35 FLO-KLEAR

- 2 parts Kosmic Urethane Flo-Klear
- 1 part RU-reducer
- 1 part KU150 Catalyst or KU151 Exempt Hi Temp Flo-Catalyst
- Air Brush Application: Not recommended

For National Rule compliance:

- For a 3.5 VOC National Rule compliant Klear, mix 2 parts UFC35 Flo-Klear to 1 part KU150 or KU151 Exempt Catalyst to 1 part Kosmic Reducer. Mix well. Reduce only with Kosmic Reducers. Use a reducer best suited to your shop conditions.

6. GUN SET UP

- Conventional = 55 to 65 PSI
- HVLP Gun = 10 PSI at the cap (Refer to spray gun manufacturer’s recommendations)
- Needle/Nozzle = 1.3 to 1.5 (Depending on the size of object being painted)
- Trigger Pull = 50% to 75%
- Air Brush: Not recommended

7. APPLYING UFC35 FLO-KLEAR

First coat should be a medium wet coat with gun close. Apply 2-3 wet coats with 50% pattern overlap. Gun distance while spraying should be approximately 6 inches. Allow flash time between coats.

URETHANE FLASH TEST - PAINT SHOULD BE STICKY AND NOT STRING WHEN TOUCHED AT THE WETTEST POINT BEFORE NEXT COAT IS APPLIED. When using the flash test, always touch a new spot. Monitor closely for maximum merging of coats.

NOTE: Waiting too long between coats can cause re-coat problems. If excessive dry time has elapsed and clear coat feels dry to the touch, allow 24 hours before sanding and re-coating to avoid lifting problems.

NOTE: Over spray from any catalyzed topcoat material such as UFC35 may lift when basecoats are applied. Mask carefully to prevent this over spray when painting door jambs, etc. If basecoats are applied over UFC35, a sand and (PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR URETHANE COATS) Use Fast Reducer, allow Flash between coats to prevent lifting.

8. DRY TIME

- Air dry at 70°F = 24 hours
- Force dry at 140°F = 30 minutes flash time, 2 hours bake, with 1 hour cool down.

NOTE: Based upon weather conditions, number of coats, solvent speed, etc., it is not unusual for the Klear to remain soft for extended periods of time. This does not mean the finish is uncured; it indicates the finish is holding solvents and will need additional time to fully harden.

9. COLOR SANDING

IF NOT FLOW COATING, GO TO STEP 11 POLISHING. After clear coats have cured, (approximately, 24 hrs.), color sand wet (PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR URETHANE COATS). Add a small amount of mild liquid detergent to the water and soak the sandpaper for 15-20 minutes. This prevents sandpaper loading. Sand the entire vehicle flat, leaving no glossy spots. Dry as you go; soap residue can bite the fresh paint. After sanding, wipe the vehicle with a clean rag and water. Wipe dry. Use a tack rag to remove lint before re-coating. (Chemical washes at this stage are not recommended). Use clean rags and KC20 Post Sanding Cleaner if contaminated.

NOTE: Avoid touching the vehicle with your bare hand as the oil from your skin may impair flow coats.

CAUTION: DO NOT SAND THROUGH THE KLEAR AND RUIN ALL THAT YOU HAVE DONE. Look for colored water, this will indicate you sanded through the clear.

10. FLOW COATS (optional)

RE-TAPING THE VEHICLE, AFTER COLOR SANDING WILL GIVE YOU A CLEANER FINISH WHEN FLOW COATS ARE APPLIED. After color sanding, re-clearing using UFC35 mixed at 2-1-1.5 (30% to 50% additional RU300 reducer to a premixed quart of clear) works best for flow coats. Begin with a medium coat, allow flash time, and then follow with 1-2 wet coats. Keep gun close and wet it out, use a 50% pattern overlap. Allow flash time between coats. For improved hardness the next day, add 1 extra oz. of KU150 or KU151 Exempt Hi Temp Flo-Catalyst per mixed quart of clear.
10. FLOW COATS (optional) (continued)
NOTE: With this method, polishing is not required unless you desire a show quality finish, or to remove minor dirt particles. Polish after 24-48 hours. UFC35 polishes easy after cure time.

11. FINISHING AND POLISHING
• In a 70°F shop, allow 24 hours for dry time before polishing.
• See tech sheet for information on Polishing & Finishing.

12. CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

ADDITIONAL INFORMATION
When clear coating UFB04 Jet Set Black: mix equal amounts of UFB04 and UFC35 Kosmic Urethane Flo-Klear, then catalyze with KU150 and reduce as usual, for improved gloss and jetness.
UFC19 URETHANE KOMPLY KLEAR® II

GENERAL INFORMATION

UFC19 URETHANE KOMPLY KLEAR® II is a 1.9 VOC polyurethane clear coat with application properties of low solids clear coats such as UFC01. UFC19 is 33% solids as applied and buffs easily the next day. UFC19 delivers the low VOC needed for air quality regulations yet handles like conventional clear coats currently used. Komply Klear® II may be used to topcoat any of our Kosmic Kolor® urethane or polyurethane enamel finishes, or any of our Shimrin® Base coats. UFC19 features excellent gloss, long flow out, very good D.O.I. (Distinctness of Image), and good chemical and water resistance. UFC19 has excellent weathering and ultraviolet resistance, and easily color sands and polishes from 24 up to 72 hours.

1. PREPARATION

Read “TECH REP” thoroughly before you begin painting. To prevent filler bleed through, apply 3 coats of our KP2CF Chromate Free Kwikure Epoxy Primer or our K02000 Direct To Metal Epoxy Primer. See tech sheets for more information on KP & KD Primers.

2. SUBSTRATE

- Shimrin® Base Coats
- UK Kandys
  - Property cured and prepared OEM finishes

3. SANDING THE SUBSTRATE

- UK’s and Shimrin® Base Coats,
  - See tech sheets on UK Kandys and Shimrin® Base Coats
- OEM Finishes
  - Dry Sandpaper = 280P to 320P grit (CAMI grade = 240 to 280 grit)
  - Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
- Maroon scuff pad

4. COMPONENTS

- UFC19 Urethane Komply Klear® II
  - RU300 Exempt Reducer only
  - KU150 Catalyst or KU151 Exempt Hi Temp Flo-Catalyst
  - Air Brush application: Not recommended

5. MIXING KOMPLY KLEAR® II (MIX ONLY WHEN READY TO SPRAY)

- 2 parts UFC19 Urethane Komply Klear® II
- 1 part KU150 Catalyst or KU151 Exempt Hi Temp Flo-Catalyst
- 1 part RU300 Reducer
- Air Brush Application: Not recommended

Mix well. Pot life is approximately 3 hours depending on shop conditions.

NOTE: No reducer other than RU300 VOC Exempt Reducer can be used to remain at 1.9 VOC.

NOTE: AX01 Accelerator may be used to speed up flash times.

NOTE: We have designed specific catalysts to work with each of our clear systems. The catalysts are NOT interchangeable. Use only the catalyst specified for the specific clear you are using.

NOTE: KU150 & KU151 Exempt Catalysts are moisture sensitive and will not keep for long periods once opened. When doing many small jobs, buy smaller containers to prevent spoilage. Keep container tightly sealed. Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

NOTE: After color sanding, re-clear using UFC19 mixed at 2:1-1.5 (30% to 50% additional RU300 reducer to a premixed quart of clear) works best for flow coats. Begin with a medium coat, allow flash time, and then follow with 1-2 additional RU300 reducer to a premixed quart of clear) works best for flow coats. Keep gun close and wet it out, use a 50% pattern overlap. Allow flash time between coats. For improved hardness the next day, add 1 extra oz. of KU150 Exempt Catalyst per mixed quart of clear.

NOTE: CAUTION: DO NOT SAND THROUGH THE KLEAR AND RUIN ALL THAT YOU HAVE DONE. Look for colored water, this will indicate you sanded through the clear.

8. DRY TIME

- Air dry at 70°F = 24 hours
- Force dry at 140°F = 30 minutes flash time, 2 hours bake, with 1 hour cool down.

NOTE: Based upon weather conditions, number of coats, solvent speed, etc. It is not unusual for the Klear to remain soft for extended periods of time. This does not mean the finish is uncured, it indicates the finish is holding solvents and will need additional time to fully harden.

9. COLOR SANDING

IF NOT FLOW COATING, GO TO STEP 11 POLISHING. After clear coats have cured, (approximately, 24 hrs.), color sand wet (PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR URETHANE CLEARS). Add a small amount of mild liquid detergent to the water and soak the sandpaper for 15-20 minutes. This prevents sandpaper loading. Sand the entire vehicle flat, leaving no glossy spots. Dry as you go, soap residue can bite the fresh paint. After sanding, wipe the vehicle with a clean rag and water. Wipe dry. Use a tack rag to remove lint before re-coating. (Chemical washes at this stage are not recommended). Use clean rags and KC20 Post Sanding Cleaner if contaminated.

NOTE: Avoid touching the vehicle with your bare hand as the oil from your skin may impair flow coats.

CAUTION: DO NOT SAND THROUGH THE KLEAR AND RUIN ALL THAT YOU HAVE DONE. Look for colored water, this will indicate you sanded through the clear.

10. FLOW COATS (optional)

RE-TAPING THE VEHICLE, AFTER COLOR SANDING, WILL GIVE YOU A CLEANER FINISH WHEN FLOW COATS ARE APPLIED. After color sanding, re-clear using UFC19 mixed at 2:1-1.5 (30% to 50% additional RU300 reducer to a premixed quart of clear) works best for flow coats. Begin with a medium coat, allow flash time, and then follow with 1-2 wet coats. Keep gun close and wet it out, use a 50% pattern overlap. Allow flash time between coats. For improved hardness the next day, add 1 extra oz. of KU150 Exempt Catalyst per mixed quart of clear.

NOTE: With this method, polishing is not required unless you desire a show quality finish, or to remove minor dirt particles. Polish after 24-48 hours.

11. FINISHING AND POLISHING

- In a 70°F shop, allow 24 hours for dry time before polishing.
- See tech sheet for information on Polishing & Finishing.

12. CLEAN UP

Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

7. APPLYING KOMPLY KLEAR® II (UFC19)

Apply one medium wet coat with 50% pattern overlap, wait approximately 5-10 minutes (do “URETHANE FLASH TEST” below). Follow with a full wet coat, wait approximately 10-15 minutes. Allow flash time between coats (do “URETHANE FLASH TEST” below). Apply a second wet coat. Gun distance while spraying should be approximately 6 inches.

URETHANE FLASH TEST – PAINT SHOULD BE STICKY AND NOT STRING WHEN TOUCHED AT THE WETTEST POINT BEFORE NEXT COAT IS APPLIED

(When using the flash test, always touch a new spot.) Monitor closely for maximum merging of coats.

7. APPLYING KOMPLY KLEAR® II (continued)

Dry time between coats is approximately 10-20 minutes depending on shop conditions. High heat or high humidity conditions will accelerate cure time. Always check dry time using the string test.

CAUTION: Too long a wait between coats can cause wrinkling or lifting. Also too fast a re-coat can cause pinholes or solvent popping during cure. If excessive dry time has elapsed and clear coat feels dry to touch, allow 24 hours before sanding and re-coating to avoid lifting problems.

8. DRY TIME

- Air dry at 70°F = 24 hours
- Force dry at 140°F = 30 minutes flash time, 2 hours bake, with 1 hour cool down.

NOTE: Based upon weather conditions, number of coats, solvent speed, etc. It is not unusual for the Klear to remain soft for extended periods of time. This does not mean the finish is uncured, it indicates the finish is holding solvents and will need additional time to fully harden.

9. COLOR SANDING

IF NOT FLOW COATING, GO TO STEP 11 POLISHING. After clear coats have cured, (approximately, 24 hrs.), color sand wet (PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR URETHANE CLEARS). Add a small amount of mild liquid detergent to the water and soak the sandpaper for 15-20 minutes. This prevents sandpaper loading. Sand the entire vehicle flat, leaving no glossy spots. Dry as you go, soap residue can bite the fresh paint. After sanding, wipe the vehicle with a clean rag and water. Wipe dry. Use a tack rag to remove lint before re-coating. (Chemical washes at this stage are not recommended). Use clean rags and KC20 Post Sanding Cleaner if contaminated.

NOTE: Avoid touching the vehicle with your bare hand as the oil from your skin may impair flow coats.

CAUTION: DO NOT SAND THROUGH THE KLEAR AND RUIN ALL THAT YOU HAVE DONE. Look for colored water, this will indicate you sanded through the clear.

10. FLOW COATS (optional)

RE-TAPING THE VEHICLE, AFTER COLOR SANDING, WILL GIVE YOU A CLEANER FINISH WHEN FLOW COATS ARE APPLIED. After color sanding, re-clear using UFC19 mixed at 2:1-1.5 (30% to 50% additional RU300 reducer to a premixed quart of clear) works best for flow coats. Begin with a medium coat, allow flash time, and then follow with 1-2 wet coats. Keep gun close and wet it out, use a 50% pattern overlap. Allow flash time between coats. For improved hardness the next day, add 1 extra oz. of KU150 Exempt Catalyst per mixed quart of clear.

NOTE: With this method, polishing is not required unless you desire a show quality finish, or to remove minor dirt particles. Polish after 24-48 hours.

11. FINISHING AND POLISHING

- In a 70°F shop, allow 24 hours for dry time before polishing.
- See tech sheet for information on Polishing & Finishing.

12. CLEAN UP

Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).
UC35 KOSMIC ACRYLIC URETHANE KLEAR

GENERAL INFORMATION
UC35 Kosmic Acrylic Urethane Klear is a 3.5 VOC for national rule or 0.50 VOC SCAQMD Rule 1151 compliant version. UC35 may be used to topcoat any urethane enamel finish, including all Shimrin® Base Coats. UC35 is medium solids, 30% solids as applied, and has the same application properties of conventional clear coats. UC35 features excellent gloss and D.O.I. (Distinctness Of Image). It has good chemical, fuel and water resistance, and excellent weathering and ultraviolet resistance. UC35 dries fast and hard and may be colored sanded and buffed the next day.

NOTE: UC35 IS THE PREFERRED CLEAR FOR USE ON MOTORCYCLES. BECAUSE OF ITS HIGHER ACRYLIC CONTENT, IT IS FASTER CURING, AND ALSO HAS BETTER RESISTANCE TO FUEL SPILLS.

1. PREPARATION
Read “TECH REP” thoroughly before you begin painting. To prevent filler bleed through, apply 3 coats of our KP2CF Chromate Free Kwikure Epoxy Primer or our KD2000 Direct To Metal Epoxy Primer. See tech sheets for more information on KP & KD Primers.

2. SUBSTRATE
• Shimrin® Base Coats.
• UK Kandys.
• Property cured and prepared OEM finishes.

3. SANDING THE SUBSTRATE
• UK’s and Shimrin® Base Coats.
• See tech sheets on UK Kandys and Shimrin® Base Coats.
• OEM Finishes.
• Dry Sandpaper = 280P to 320P grit (CAMI grade = 240 to 280 grit)
• Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
• Maroon scuff pad.

4. COMPONENTS
• UC35 Kosmic Acrylic Urethane Klear.
• RU310 (fast), RU311 (medium), RU312 (slow), RU313 (very slow) urethane reducer, RU300 Exempt Reducer (California only).
• KU150 Catalyst or KU151 Exempt Hi Temp Flo-Catalyst.
• Air Brush application: Not recommended.

5. MIXING UC35 KOSMIC URETHANE KLEAR (MIX ONLY WHEN READY TO SPRAY)
• 2 parts Kosmic Acrylic Urethane Klear.
• 1 part KU150 Catalyst or KU151 Exempt Hi Temp Flo-Catalyst.
• 1 part RU-Reducer.
• Air Brush Application: Not recommended.

6. GUN SET UP

• Conventional Gun = 55 to 65 PSI
• HVLP Gun = 10 PSI at the cap
• Needle/Nozzle = 1.3 to 1.5
• Trigger Pull = 50% to 75%
• Air Brush = Not recommended

7. APPLYING KOSMIC KLEAR (UC35)
Apply 2-3 medium wet coats with 50% pattern overlap. Gun distance while spraying should be approximately 6 inches. Allow flash time between coats.

URETHANE FLASH TEST - PAINT SHOULD BE STICKY AND NOT STRING. WHEN TOUCHED AT THE WETTEST POINT BEFORE NEXT COAT IS APPLIED. (When using the flash test, always touch a new spot.) Monitor closely for maximum merging of coats.

NOTE: Waiting too long between coats can cause re-coat problems. If excessive dry time has elapsed and clear coat feels dry to the touch, allow 12 hours before sanding and re-coating to avoid lifting problems.

NOTE: Over spray from any catalyzed topcoat material (such as our UB04, UB05, UK Kandys, UC35 Klear or UFC19 Komply Klear® II may lift when base coats are applied. Mask carefully to prevent this over spray when painting door jambs, etc.

8. DRY TIME
• Air dry at 70°F = 24 hours
• Force dry at 140°F = 30 minutes flash time, 2 hours bake, with 1 hour cool down.

NOTE: Based upon weather conditions, number of coats, solvent speed, and flash time between coats, etc., it is not unusual for the Klear to remain soft for extended periods of time. This does not mean the finish is uncured; it indicates the finish is holding solvents and will need additional time to fully harden.

9. COLOR SANDING
IF NOT FLOW COATING, GO TO STEP10 POLISHING
After clear coats have been cured overnight (12-24 hours), color sand wet. (PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR URETHANE CLEARS). Add a small amount of mild liquid detergent to the water and soak the sandpaper for 15-20 minutes. This prevents sandpaper loading. Sand the entire vehicle flat, leaving no glossy spots. Dry as you go, so soap residue doesn’t bite the fresh paint. After sanding, wipe the vehicle with a clean rag and water. Wipe dry. Use a tack rag to remove lint before re-coating. (Chemical washes at this stage are not recommended). Use clean rags and KC20 or warm water.

NOTE: Avoid touching the vehicle with your bare hands as the oil from your skin may impair flow coats.

CAUTION: DO NOT SAND THROUGH THE KLEAR AND RUIN ALL YOU’VE DONE.

10. FLOW COATS (optional)
RE-MASKING THE VEHICLE AFTER COLOR SANDING WILL GIVE YOU A CLEANER FINISH WHEN FLOW COATS ARE APPLIED.
After color sanding, re-clear using 4-6 ounces of extra RU300 VOC Exempt reducer per mixed quart of clear. The additional reducer will give you extra flow out. Begin with a medium coat, allow flash time, and then follow with 1-2 wet coats. Allow flash time between coats. (For improved hardness the next day, add 1 extra ounce of KU150 or KU151 VOC Exempt Catalyst to this mixture per mixed quart.)

NOTE: With this method, polishing is not required unless you desire a show quality finish, or to remove minor dirt particles.
11. FINISHING AND POLISHING
• In a 70°F shop, allow 24 hours for dry time before polishing.
• See tech sheet for information on Polishing & Finishing.

12. CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

ADDITIONAL INFORMATION
When clear coating UB04 Jet Set Black mix equal amounts of UB04 and UC35 Kosmic Acrylic Urethane Klear, then catalyze and reduce as usual for improved gloss and jetness.
GENERAL INFORMATION
Kosmic Acrylic Urethane Kustom Klear UCC01 may be used to topcoat any urethane enamel finish, including all Shimrin® Base Coats. UCC01 is a tough clear coat, has ultra wet gloss, is crack proof and resists gas spills and most racing fuels. Stones bounce off without chipping. UCC01 contains sunscreen agents to preserve the color below. One coat equals 2 or 3 coats of lacquer. Higher solids than others, UCC01 can be over-reduced. UCC01 dries fast and may be buffed the next day.

1. PREPARATION
Read “TECH REP” thoroughly before you begin painting. To prevent filler bleed through, apply 3 coats of our KP225F Chromate Free Kakeure Epoxy Primer or our KZ2000 Direct To Metal Epoxy Primer. See tech sheets for more information on KP & KD Primers.

2. SUBSTRATE
- Shimrin® Base Coats
- UK Kandys
- Properly cured and prepared OEM finishes

3. SANDING THE SUBSTRATE
- UK’s and Shimrin® Base Coats,
- See tech sheets on UK Kandys and Shimrin® Base Coats
- OEM Finishes
- Dry Sandpaper = 280P to 320P grit (CAMI grade = 240 to 280 grit)
- Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
- Marvin scuff pad

4. COMPONENTS
- UCC01 Kosmic Acrylic Urethane Kustom Klear
- RU310 (fast), RU311 (medium), RU312 (slow), RU313 (very slow) urethane reducer
- KU150 or KU151 Exempt Hi Temp Flo-Catalyst
- Air Brush Application: Not recommended

5. MIXING KOSMIC ACRYLIC URETHANES
(MIX ONLY WHEN READY TO SPRAY)
- 2 parts UCC01 Kosmic Acrylic Urethane Kustom Klear
- 1 part RU150 Catalyst or RU151 Exempt Hi Temp Flo-Catalyst
- 1 part RU- reducer
- Air Brush Application: Not recommended

REDUCE ONLY WITH KOSMIC REDUCERS. Use a reducer best suited to your shop temperature. See tech sheet for more information on reducers.

NOTE: UCC01 has a pot life of approximately 2 hours at 70°F (shop conditions will vary per shop).

NOTE: For extra flow out add 3 ounces of additional reducer per mixed quart of clear.

NOTE: We have designed specific Catalyst to work with each of our clears. These Catalysts are NOT interchangeable. Use only the Catalyst specified for the specific clear you are using.

NOTE: KU150 & KU151 Exempt Catalysts are moisture sensitive and will not keep for long periods once opened. When doing many small jobs, buy smaller containers to prevent spoilage. Keep container tightly sealed. Clean the catalyst container’s pour spout by wiping the threads with reducer for easy reopening.

6. GUN SET UP
- Conventional Gun = 55 to 65 PSI
- HVLP Gun = 10 PSI at the cap
- Needle/Nozzle = 1.3 to 1.5
- Trigger Pull = 50% to 75%
- Air Brush = Not recommended

7. APPLYING UCC01 KLEAR
Apply 2 to 3 wet coats with 50% pattern overlap. Gun distance while spraying should be approximately 6 inches. Air pressure varies, use Gun Mfgs. recommendation for fluid tip size and air pressure. Allow flash time between coats.

URETHANE FLASH TEST – PAINT SHOULD BE STICKY AND NOT STRINGY WHEN TOUCHED AT THE WETTEST POINT BEFORE NEXT COAT IS APPLIED.
(When using the flash test, always touch a new spot). Monitor closely for maximum merging of coats.

7. APPLYING UCC01 KLEAR (continued)
NOTE: Too long a wait between coats can cause re-coat problems. If excessive dry time has elapsed and clear coat feels dry to the touch, allow 12 hours before re-coating to avoid lifting problems.

NOTE: Over spray from any catalyzed topcoat material (such as our UB04, UB05, UK Kandys, UCC01 Klear or UFC01 Flo-Klear) may lift when base coats are applied. Mask carefully to prevent this over spray when painting door jambs, etc.

8. DRY TIME
- Air dry at 70°F = 24 hours
- Force dry at 140°F = 30 minutes flash time, 2 hours bake, with 1 hour cool down.

NOTE: Based upon weather conditions, number of coats, solvent speed, etc. It is not unusual for the Klear to remain soft for extended periods of time. This does not mean the finish is uncured; it indicates the finish is holding solvents and will need additional time to fully harden.

9. COLOR SANDING
IF NOT FLOW COATING, GO TO STEP 11 FINISHING & POLISHING
After clear coats have been cured overnight (12-24 hours), color sand wet (PLEASE REFER TO SANDING GRIT RECOMMENDATIONS PG 59 FOR URETHANE CLEARS). Add a small amount of mild liquid detergent to the water and soak the sandpaper for 15-20 minutes. This prevents sandpaper loading. Sand the entire vehicle flat, leaving no glossy spots. Dry as you go, so soap residue doesn’t bite the fresh paint. After sanding, wipe the vehicle with a clean rag and water. Wipe dry. Use a tack rag to remove lint before re-coating. (Chemical washes at this stage are not recommended.) Use clean rags and KC20 or warm water.

NOTE: Avoid touching the vehicle with your bare hands as the oil from your skin may impair flow coats.

CAUTION: DO NOT SAND THROUGH THE KLEAR AND RUIN ALL YOU’VE DONE.

10. FLOW COATS (optional)
RE-MASKING THE VEHICLE AFTER COLOR SANDING WILL GIVE YOU A CLEANER FINISH WHEN FLOW COATS ARE APPLIED
After color sanding, re-clear using 4-6 ounces of extra RU reducer per mixed quart. The additional reducer will give you extra flow out. Begin with a medium coat, allow flash time, and then follow with 1-2 wet coats. Allow flash time between coats. (For improved hardness the next day, add 1 extra ounce of KU150 or KU151 Catalyst to this mixture) per mixed quart.

NOTE: With this method, polishing is not required unless you desire a show quality finish, or to remove minor dirt particles.

11. FINISHING AND POLISHING
- In a 70°F shop, allow 24 hours for dry time before polishing.
- See tech sheet for information on Polishing & Finishing.

12. CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

ADDITIONAL INFORMATION
MATERIAL VOC: 3.76 LBS./GAL. (331 g/L)
COATING VOC: 3.87 LBS./GAL. (464 g/L)

When clear coating UB04 Jet Set Black mix equal amounts of UB04 and UCC01 Kosmic Acrylic Urethane Kustom Klear, then catalyze and reduce as usual for improved gloss and jetness.
Kosmic Acrylic Urethane Klear UC01 may be used to topcoat any urethane enamel finish, including all Shimrin® Base Coats. UC01 is a tough clear coat, has ultra wet gloss, is crack proof and resists gas spills and most racing fuels. Stones bounce off without chipping. UC01 contains sunscreen agents to preserve the color below. One coat equals 2 or 3 coats of lacquer. Higher solids than others, UC01 can be over-reduced. UC01 dries fast and may be buffed the next day.

**GENERAL INFORMATION**

Kosmic Acrylic Urethane Klear UC01 may be used to topcoat any urethane enamel finish, including all Shimrin® Base Coats. UC01 is a tough clear coat, has ultra wet gloss, is crack proof and resists gas spills and most racing fuels. Stones bounce off without chipping. UC01 contains sunscreen agents to preserve the color below. One coat equals 2 or 3 coats of lacquer. Higher solids than others, UC01 can be over-reduced. UC01 dries fast and may be buffed the next day.

1. **PREPARATION**

   Read "TECH REP" thoroughly before you begin painting. To prevent filler bleed through, apply 3 coats of our KP2CF Chromate Free Kwikure Epoxy Primer or our K2000 Direct To Metal Epoxy Primer. **See tech sheets for more information on KP & KB Primers.**

2. **SUBSTRATE**

   - Shimrin® Base Coats
   - UK Kandys
   - Properly cured and prepared OEM finishes

3. **SANDING THE SUBSTRATE**

   - UK's and Shimrin® Base Coats,
   - See tech sheets on UK Kandys and Shimrin® Base Coats
   - OEM Finishes
   - Dry Sandpaper = 280P to 320P grit (CAMI grade = 240 to 280 grit)
   - Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
   - Maroon scuff pad

4. **COMPONENTS**

   - UC01 Kosmic Acrylic Urethane Klear
   - RU310 (fast), RU311 (medium), RU312 (slow), RU313 (very slow)
   - KU100 Catalyst or KU151 Exempt Hi Temp Flo-Catalyst
   - Air Brush application: Not recommended

5. **MIXING KOSMIC URETHANE ENAMELS**

   (MIX ONLY WHEN READY TO SPRAY)

   - 2 parts UC01 Kosmic Acrylic Urethane Klear
   - 1 part KU150 Catalyst or KU151 Exempt Hi Temp Flo-Catalyst
   - 1 part RU-Reducer
   - Air Brush Application: Not recommended

   **REDUCE ONLY WITH KOSMIC REDUCERS. Use a reducer best suited to your shop temperature. See tech sheet for more information on reducers.**

   **NOTE:** The UC01 has a pot life of approximately 2 hours at 70°F (shop conditions may vary pot life).

   **NOTE:** For extra flow out add 3 ounces of additional reducer per mixed quart of clear.

   **NOTE:** We have designed specific Catalyst to work with each of our clears. These Catalysts are NOT interchangeable. Use only the Catalyst specified for the specific clear you are using.

   **NOTE:** KU100 & KU151 Catalysts are moisture sensitive and will not keep for long periods once opened. When doing many small jobs, buy smaller containers to prevent spoilage. Keep container tightly sealed. Clean the catalyst container's pour spout by wiping the threads with reducer for easy reopening.

6. **GUN SET UP**

   - Conventional Gun = 55 to 65 PSI
   - HVLP Gun = 10 PSI at the cap
   - Needle/Nozzle = 1.3 to 1.5
   - Trigger Pull = 50% to 75%
   - Air Brush = Not recommended

7. **APPLYING UC01 KLEAR**

   Apply 2 to 3 wet coats with 50% pattern overlap. Gun distance while spraying should be approximately 6 inches. Air pressure varies, use Gun Mfgs. recommendation for fluid tip size and air pressure. Allow flash time between coats.

   **URETHANE FLASH TEST** - **PAINT SHOULD BE STICKY AND NOT STRINGY. WHEN TOUCHED AT THE WETTEST POINT BEFORE NEXT COAT IS APPLIED.** (When using the flash test, always touch a new spot). Monitor closely for maximum merging of coats.

8. **DRI TIME**

   - Air dry at 70°F = 12 hours for recoats
   - Force dry at 140°F = 30 minutes flash time, 2 hours bake, with 1 hour cool down.

   **NOTE:** Based upon weather conditions, number of coats, solvent speed, etc. It is not unusual for the Klear to remain soft for extended periods of time. This does not mean the finish is uncured; it indicates the finish is holding solvents and will need additional time to fully harden.

9. **COLOR SANDING**

   **IF NOT FLOW COATING, GO TO STEP 11 FINISHING & POLISHING**

   After clear coats have been cured overnight (12-24 hours), color sand wet (PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR URETHANE CLEARS). Add a small amount of mild liquid detergent to the water and soak the sandpaper for 15-20 minutes. This prevents sandpaper loading. Sand the entire vehicle flat, leaving no glossy spots. Dry as you go, so soap residue doesn't bite the fresh paint. After sanding, wipe the vehicle with a clean rag and water. Wipe dry. Use a tack rag to remove lint before re-coating. (Chemical washes at this stage are not recommended.) Use clean rags and KC20 or warm water.

   **NOTE:** Avoid touching the vehicle with your bare hands as the oil from your skin may impair flow coats.

   **CAUTION:** DO NOT SAND THROUGH THE KLEAR AND RUIN ALL YOU'VE DONE.

10. **FLOW COATS (optional)**

    **RE-MASKING THE VEHICLE AFTER COLOR SANDING WILL GIVE YOU A QUALITY FINISH WHEN FLOW COATS ARE APPLIED.**

    After color sanding, re-clear using 4-6 ounces of extra RU reducer per mixed quart of clear. The additional reducer will give you extra flow out. Begin with a medium coat, allow flash time, and then follow with 1-2 wet coats. Allow flash time between coats. (For improved hardness the next day, add 1 extra ounce of KU100 or KU151 Catalyst to this mixture) per mixed quart.

    **NOTE:** With this method, polishing is not required unless you desire a show quality finish, or to remove minor dirt particles.

11. **FINISHING AND POLISHING**

    • In a 70°F shop, allow 24 hours for dry time before polishing.

    **See tech sheet for information on Polishing & Finishing.**

12. **CLEAN UP**

    Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

**ADDITIONAL INFORMATION**

When clear coating UB04 Jet Set Black mix equal amounts of UB04 and UC01 Kosmic Acrylic Urethane Klear, then catalyze and reduce as usual for improved gloss and jetness.
1. PREPARATION
Read “TECH REP” thoroughly before you begin painting. To prevent filler bleed through, apply 3 coats of our KP2CF Chromate Free Kwikure Epoxy Primer or our KD2000 Direct To Metal Epoxy Primer. See tech sheets for more information on KP & KD Primers.

2. SUBSTRATE
- Shimrin® Base Coats
- UK Kandys
- Properly cured and prepared OEM finishes

3. SANDING THE SUBSTRATE
- UK’s and Shimrin® Base Costs
- See tech sheets on UK Kandys and Shimrin® Base Costs
- OEM Finishes
- Dry Sandpaper = 280P to 320P grit (CAMI grade = 240 to 280 grit)
- Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
- Maroon scuff pad

4. COMPONENTS
- UFC01 Kosmic Urethane Flo-Klear
- RU310 (fast), RU311 (medium), RU312 (slow), RU313 (very slow) urethane reducer
- KU100 Catalyst or KU151 Exempt Hi Temp Flo-Catalyst
- Air Brush application: Not recommended

5. MIXING UFC01 FLO-KLEAR (MIX ONLY WHEN READY TO SPRAY)
- 2 parts Kosmic Urethane Flo-Klear
- 1 part KU100 Catalyst or KU151 Exempt Hi Temp Flo-Catalyst
- 1 part RU- Reducer
- Air Brush Application: Not recommended

REDUCE ONLY WITH KOSMIC REDUCERS. Use a reducer best suited to your shop temperature. See tech sheet for more information on reducers.

NOTE: UFC01 has a pot life of 2 to 3 hours at 70°F (Shop conditions may vary pot life).

NOTE: For extra flow out add 1 or 2 ounces of additional reducer per mixed quart of clear.

NOTE: We have designed specific Catalyst to work with each of our clearcoat. These Catalysts are NOT interchangeable. Use only the Catalyst specified for the specific clear you are using.

NOTE: KU100 & KU151 Catalysts are moisture sensitive and will not keep for long periods once opened. When doing many small jobs, buy smaller containers to prevent spoilage. Keep container tightly sealed. Clean the catalyst container’s pour spout by wiping the threads with reducer for easy reopening.

6. GUN SET UP
- Conventional Gun = 55 to 65 PSI
- HVLP Gun = 10 PSI at the cap
(Refer to spray gun manufacturer’s recommendations)
- Needle/Nozzle = 1.3 to 1.5
(Depending on the size of object being painted)
- Trigger Pull = 50% to 75%
- Air Brush = Not recommended

7. APPLYING UFC01 FLO-KLEAR
Apply 2 to 3 wet coats with 50% pattern overlap. Gun distance while spraying should be approximately 6 inches. Allow flash time between coats. URETHANE FLASH TEST - PAINT SHOULD BE STICKY AND NOT STRINGY. WHEN TOUCHED AT THE WETTEST POINT BEFORE NEXT COAT IS APPLIED. (When using the flash test, always touch a new spot). Monitor closely for maximum merging of coats.

8. DRY TIME
- Air dry at 70°F = 12 hours for recoats
- Force dry at 140°F = 72 hours flash time, 2 hours bake, with 1 hour cool down.

NOTE: Based upon weather conditions, number of coats, solvent speed, etc. It is not unusual for the Klear to remain soft for extended periods of time. This does not mean the finish is uncured; it indicates the finish is holding solvents and will need additional time to fully harden.

9. COLOR SANDING
IF NOT FLOW COATING, GO TO STEP 11 POLISHING
After clear coats have been cured overnight (12-24 hours), color sand wet (PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR URETHANE CLEARS). Add a small amount of mild liquid detergent to the water and soak the sandpaper for 15-20 minutes. This prevents sandpaper loading. Sand the entire vehicle flat, leaving no glossy spots. Dry as you go so soap residue doesn’t bite the fresh paint. After sanding, wipe the vehicle with a clean rag and water. Wipe dry. Use a tack rag to remove lint before re-coating. (Chemical washes at this stage are not recommended). Use clean rags and KC20 or warm water.

NOTE: Avoid touching the vehicle with your bare hands as the oil from your skin may impair flow coats.

CAUTION: DO NOT SAND THROUGH THE KLEAR AND RUIN ALL YOU’VE DONE.

10. FLOW COATS (optional)
RE-MASKING THE VEHICLE AFTER COLOR SANDING WILL GIVE YOU A CLEANER FINISH WHEN FLOW COATS ARE APPLIED.
After color sanding, re-clear using 4-6 ounces of extra RU reducer per mixed quart of clear. The additional reducer will give you extra flow out. Begin with a medium coat, allow flash time, and then follow with 1-2 wet coats. Allow flash time between coats. (For improved hardness the next day, add 1 extra ounce of KU100 or KU151 Catalyst to this mixture) per mixed quart.

NOTE: With this method, polishing is not required unless you desire a show quality finish, or to remove minor dirt particles.

11. FINISHING AND POLISHING
- In a 70°F shop, allow 24 hours for dry time before polishing.
- See tech sheet for information on Polishing & Finishing.

ADDITIONAL INFORMATION
When clear coating UFB04 Jet Set Black: mix equal amounts of UFB04 and UFC01 Kosmic Urethane Flo-Klear, then catalyze and reduce as usual, for improved gloss and jetness.

12. CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).
SC01 KOSMIC KOLOR® SUNSCREEN ACRYLIC LACQUER CLEAR

GENERAL INFORMATION
Kosmic Kolor® SC01 Sunscreen Clear may be used to topcoat any of our acrylic lacquer finishes or any of our Shimrin® Base Coats. SC01 may also be used over the Shimrin® Base Coats to protect them from artwork tape outs, when the vehicle is to be top coated with acrylic lacquers.

SC01 Sunscreen Clear
Kosmic Kolor® SC01 Sunscreen Clear was designed to live in the thick paint films common to custom painting. Only the best raw materials are used, with special ingredients to resist sun fade, cold-cracking, gas spills, and bird droppings. SC01 Sunscreen Clear is one of the most chip-resistant acrylic lacquer clears on the market and is also a high-solids lacquer clear.
SC01 Clear has proven itself since 1965, both in the upper Midwest (with 40°F below zero conditions) and in southern Florida (100°F plus temperatures). SC01 features high gloss, even before rubbing, and UV protection. SC01 Sunscreen Clear contains the maximum allowable amounts of UV absorber to protect your paint job from the most damaging rays of the sun. A must for acrylic lacquer finishes. We have seen lacquer Kandy finishes 12 to 14 years old and still looking great when SC01 is used as a topcoat clear. SC01 is excellent for colored pearls, too.

CAUTION:
Do not use SC01 over whites or very light colors as a slight yellowing is possible due to the ingredients used for UV protection.

1. MIXING SC01 SUNSCREEN CLEAR
Thin SC01 Sunscreen Clear 150% (1 part clear to 1-1/2 parts Kustom Thinner). THIN ONLY WITH OUR KUSTOM THINNERS (RU101 or RU202). Use a thinner best suited to your shop temperature. RU101 and RU202 may be intermixed for varying drying times. See tech sheet for more information on thinners.

Note: For Air Brush application reduce 200% (1 part paint to 2 part RU101 thinner)

2. GUN SET UP
• Conventional Gun = 35 to 45 PSI
• HVLP Gun = 8 to 10 PSI at the cap
(Refer to spray gun manufacturer’s recommendations)
• Needle/Nozzle = 1.3 to 1.4
(Depending on the size of object being painted)

3. APPLYING SC01 SUNSCREEN CLEAR
Apply 5 to 7 wet coats with 50% pattern overlap. Gun distance while spraying should be 6 to 8 inches. Allow flash time between coats (see “LACQUER FLASH TEST” below).

LACQUER FLASH TEST - PAINT SHOULD BE DRY TO THE TOUCH AT THE WETTEST POINT BEFORE THE NEXT COAT IS APPLIED.

NOTE: Flash time is important for proper solvent release, as entrapment of solvents may result in a rubbbery finish.
NOTE: Acrylic Lacquer has a critical re-coat time. Too long a dry time (over 48 hours) on re-coats may cause crazing. To extend the critical dry time an additional 48 hours, apply 1 to 2 additional coats of clear. When thoroughly dry, crazing is still possible if slow-dry thinners are used or if not enough dry time was allowed between coats.

4. COLOR SANDING
IF NOT FLOW COATING, GO TO STEP 6 POLISHING.
After clear coats have cured overnight (12 to 24 hours), color sand with 500 or 800P grit wet sandpaper. Add a small amount of mild liquid detergent to the water and soak the sandpaper for 15 to 20 minutes. This prevents sandpaper loading. Sand the entire vehicle flat, leaving no glossy spots. Dry as you go, so soap residue does not bite the fresh paint. After sanding, wipe the vehicle with a clean rag and KC20 Post Sanding Cleaner. Wipe dry. Use a tack cloth to remove lint before re-coating. (Chemical washes at this stage are not recommended).

NOTE: Avoid touching the vehicle with your bare hands, as the oil from your skin may impair flow coats.
CAUTION: Do not sand through the clear and ruin all that you have done.
NOTE: Re-taping the vehicle after color sanding will give you a cleaner finish when flow coats are applied.

5. FLOW COATS
Apply two more coats of clear thinned 200 to 300%. (In hot, humid conditions, add 10 to 20% RU315 retarder to prevent blushing.)

Perfectionist method (Reflow)
Apply one medium to light coat of clear thinned 200%, using a slow-dry thinner, then apply one wet coat. The medium coat tacks the surface, giving the wet coat that follows something to adhere to. A wet first coat may cause problems. After the wet coat has flashed, thin the clear 200 to 300% and apply 1 wet coat. Check gun pattern as this much thinner usually means narrowing the gun pattern. A spray booth with good air movement is necessary for this method.

NOTE: If the shop temperature is below 75°F (or if you are not in a spray booth), DO NOT USE SLOW-DRY THINNER. Air movement is critical to remove the thinner during flow coats. Use a fast-dry thinner and allow plenty of time between coats to prevent crazing. (Use retarder only in a spray booth with shop temperatures over 75°F).

6. CLEAN UP
Clean equipment thoroughly using lacquer thinner or urethane reducer.

7. POLISHING
Wait 10 to 14 days before polishing. See tech sheet for more information on Polishing & Finishing.
KOSMIC REDUCERS, THINNERS, & HARDENERS

GENERAL INFORMATION
HOUSE OF KOLOR® QUALITY SHINES THROUGH

Make no mistake, there is a big difference in the quality of ingredients used in reducers and thinners. Some manufacturers, in an effort to cut costs, use inexpensive products and chemicals that have residual or long term release problems (often causing the paint to have a rubbery consistency for many weeks). Also these inexpensive ingredients cause reduced gloss or haziness of the final finish. This is particularly evident when paint is over reduced. With House of Kolor® Reducers and Thinners, no dulling occurs even when the paint is over reduced. Our quality shines through.

House of Kolor® uses only the finest ingredients. Our reducers and thinners leave the paint in stages for proper flow out and they retain the original gloss of the paint. We recommend that you use only our quality reducers and thinners with House of Kolor® products.

DO NOT USE OTHER COMPANIES HARDENERS, REDUCERS OR THINNERS IN OUR PRODUCTS.

REDUCERS

Reducers for Kosmic Kolor® Urethane Enamel & Shimrin® Universal Bases:

Kosmic Reducers - RU300 EXEMPT, RU310 FAST DRY, RU311 MEDIUM DRY, RU312 SLOW DRY, RU313 HIGH TEMP - are the only reducers we recommend for use with our Kosmic Kolor® Urethane Enamel system. Used in the base, Kandy and clear coats, our reducers allow for:

- Excellent sprayability
- Fast staged release
- Good flow out and leveling
- Retention of gloss when dry

NOTE: These reducers may also be intermixed for varying conditions. DO NOT MIX KOSMIC REDUCERS WITH REDUCERS MADE BY OTHER MANUFACTURERS. Regardless of what others say, our reducers are not cross-referenced by any other paint company.

NOTE: Even with over reduction, the paint retains its gloss. Other reducers may cause dulling. This is especially true when any amount of over reduction has been attempted to even metallics or increase flow out. Choice of reducer is dependent on three factors:

1. Size of object being painted
2. Shop temperature and humidity
3. Air movement within the spray booth

The following chart is for spray booth application only.

When not using a spray booth, use the next fastest reducer.

Our reducers are not cross referenced by any other paint company.

XXX

<table>
<thead>
<tr>
<th>RU300</th>
<th>RU310</th>
<th>RU311</th>
<th>RU312</th>
<th>RU313</th>
</tr>
</thead>
<tbody>
<tr>
<td>70 - 80°F</td>
<td>65 - 75°F</td>
<td>75 - 85°F</td>
<td>85 - 95°F</td>
<td>95 - 110°F</td>
</tr>
<tr>
<td>Exempt reducer to meet VOC regulations</td>
<td>Generally used on smaller objects for touch-ups, on larger objects, and with Intercoat Clear to speed dry time.</td>
<td>Most commonly used reducer. Used for small objects in temperatures above 85°F or for larger objects in spray booth temperatures of 75 - 85°F.</td>
<td>Used for blending bases or Kandys and for larger objects. Also used in warm, humid conditions to increase flow time and leveling.</td>
<td>Used for blending bases or Kandys and for very larger objects. Also used in very warm, humid conditions to increase flow time and leveling. In extremely hot &amp; humid conditions, use RU315 Retarder (up to 10% by volume to slow dry time even more).</td>
</tr>
</tbody>
</table>

NOTE: Use RU315 Retarder to slow dry times or for force drying.

NOTE: Use RU315 Retarder Sparingly. This is an additive, not a reducer.

NOTE: These reducers may also be intermixed for varying conditions. DO NOT MIX KOSMIC REDUCERS WITH REDUCERS MADE BY OTHER MANUFACTURERS. Regardless of what others say, our reducers are not cross-referenced by any other paint company.

THINNERS

Thinners for Kustom Kolor® Acrylic Lacquers:

Kustom Thinners 101 HI-GLOSS and 202 FAST DRY are the finest thinners you can buy at any price. The thinner carries the paint to the surface, then evaporates from the paint film. The way the thinner leaves the film determines the flow, tack free time, consistency, shrinkage, leveling, dry time, tape time and final gloss. Choose the thinner best suited to your shop conditions and the size of the object to be sprayed.

Our thinners are not cross referenced by any other paint company.

XXX

<table>
<thead>
<tr>
<th>RU101 HI-GLOSS</th>
<th>RU202 FAST DRY</th>
</tr>
</thead>
<tbody>
<tr>
<td>SLOW DRY</td>
<td>FAST DRY</td>
</tr>
<tr>
<td>Shop Temperature Above 75°F</td>
<td>Shop Temperature Below 75°F</td>
</tr>
<tr>
<td>For large objects or in extreme hot or humid conditions. With slow dry thinner, proper air movement is necessary to pull the thinner from the paint.</td>
<td>For small objects or cool shop conditions.</td>
</tr>
</tbody>
</table>

NOTE: Use RU315 Retarder to slow dry times or for force drying.

NOTE: These thinners may also be intermixed for varying conditions. DO NOT MIX KUSTOM THINNERS WITH THINNERS MADE BY OTHER MANUFACTURERS.

MIXING

Always measure when mixing. There is little room for guess work in custom painting. For mixing ratios of reducers and thinners, refer to the individual product instructions.

ADDITIONAL INFORMATION

KOSMIC KOLOR® BASES, KANDYS & CLEAR COATS: Follow label instructions on reduction amounts. For increased flow out, add additional reducer. House of Kolor® paint products are thicker in the can than others and the additional reducer gives you more coverage per quart and also increases flow out. Usually 3 ounces per mixed quart is adequate.

SHIMRIN® UNIVERSAL BASES: Extra reducer should not be used in the Shimrin® Universal Bases. When Shimrin®’s are used with a complete lacquer paint job, they may be thinned with lacquer thinner (in place of Kosmic Reducer).

INTERCOAT CLEAR: Reducers in Intercoat Clear should be as fast as can comfortably be used. This will lessen dry time and allow artwork tape outs as soon as possible (usually within the hour, depending upon shop and weather conditions).
THINNERS

Thinners for Kustom Kolor® Acrylic Lacquers:

Kustom Thinners 101 HI-GLOSS and 202 FAST DRY are the finest thinners you can buy at any price. The thinner carries the paint to the surface, then evaporates from the paint film. The way the thinner leaves the film determines the flow, tack free time, consistency, shrinkage, leveling, dry time, tape time and final gloss. Choose the thinner best suited to your shop conditions and the size of the object to be sprayed.

Our thinners are not cross referenced by any other paint company.

<table>
<thead>
<tr>
<th>RU01 HI-GLOSS</th>
<th>RU202 FAST DRY</th>
</tr>
</thead>
<tbody>
<tr>
<td>SLOW DRY</td>
<td>FAST DRY</td>
</tr>
<tr>
<td>Shop Temperature Above 75°F</td>
<td>Shop Temperature Below 75°F</td>
</tr>
<tr>
<td>For large objects or in extreme hot or humid conditions. With slow dry thinner, proper air movement is necessary to pull the thinner from the paint.</td>
<td>For small objects or cool shop conditions.</td>
</tr>
</tbody>
</table>

NOTE: Use RU315 Retarder to slow dry times or for force drying.

NOTE: These thinners may also be intermixed for varying conditions. DO NOT MIX KUSTOM THINNERS WITH THINNERS MADE BY OTHER MANUFACTURERS.

MIXING

Always measure when mixing. There is little room for guess work in custom painting. For mixing ratios of reducers and thinners, refer to the individual product instructions.

ADDITIONAL INFORMATION

KOSMIC KOLOR® BASES, KANDYS & CLEAR COATS: Follow label instructions on reduction amounts. For increased flow out, add additional reducer. House of Kolor® paint products are thicker in the can than others and the additional reducer gives you more coverage per quart and also increases flow out. Usually 3 ounces per mixed quart is adequate.

SHIMRIN® UNIVERSAL BASES: Extra reducer should not be used in the Shimrin® Universal Bases. When Shimrin®’s are used with a complete lacquer paint job, they may be thinned with lacquer thinner (in place of Kosmic Reducer).

INTERCOAT CLEAR: Reducers in Intercoat Clear should be as fast as can comfortably be used. This will lesson dry time and allow artwork tape outs as soon as possible (usually within the hour, depending upon shop and weather conditions).

HARDENERS

House of Kolor’s Hardeners are specifically designed to be used in our urethane kandys, klears, and sealers. They’re designed with the specific hydroxyl groups needed for proper cross-linking with our resins used in the manufacturing of our products.

NEVER USE OTHER MANUFACTURERS’ HARDENERS WITH HOUSE OF KOLOR® PRODUCTS. THEY ARE NOT FORMULATED TO WORK WITH THE EXOTIC RESINS WE USE TO PRODUCE THE HIGH QUALITY KUSTOM FINISHES THAT ARE DESIGNED FOR THE EXTREME PERFORMANCE REQUIREMENTS OF KUSTOM FINISHING.

<table>
<thead>
<tr>
<th>KU100 Catalyst</th>
<th>KU150 Exempt Catalyst</th>
<th>KU151 Exempt Hi-Temp Flo-Catalyst</th>
</tr>
</thead>
<tbody>
<tr>
<td>• UK Kandy’s</td>
<td>• UK Kandy’s</td>
<td>• UK Kandy’s</td>
</tr>
<tr>
<td>• UC35 Klear (for 3.5 VOC compliance)</td>
<td>• UC35 Klear</td>
<td>• UC35 Klear</td>
</tr>
<tr>
<td>• UFC35 Klear (for 4.3 VOC compliance)</td>
<td>• UFC35 Klear</td>
<td>• UFC35 Klear</td>
</tr>
<tr>
<td>• UCC01 Klear</td>
<td>• UCC01 Klear</td>
<td>• UCC01 Klear</td>
</tr>
<tr>
<td>• UFC01 Flo-Klear</td>
<td>• UFC01 Flo-Klear</td>
<td>• UFC01 Flo-Klear</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Ko-Seal® II Sealers</td>
</tr>
</tbody>
</table>

KNOW AND UNDERSTAND YOUR LOCAL VOC LAWS BEFORE CHOOSING THE REDUCERS AND HARDENERS THAT WILL BE USED IN YOUR PAINT JOB.
GENERAL INFORMATION
At last a fisheye additive that does not need to be used in every coat. Use KE170 to correct fisheye or crater defects. Works with lacquer, urethane, polyurethane, acrylic urethane, acrylic enamel, etc. A must have product for your paint shop.

NOTE: Do individual testing with other company’s paint products.

CAUTION: May not correct major silicone contamination. In that case, use a silicone oil - which will be required throughout the job.

1. USING KRATOR ELIMINATOR (KE170)
Add 1/2 - 2 capfuls of KE170 Krator Eliminator per mixed quart.
Use only when necessary. Once the problem is corrected you do not need to continue using KE170.

NOTE: KE170 is a very unique product that works in ALL coatings to reduce fisheyes.
GENERAL INFORMATION

Accelerator™ AX01 is a potent curing aid. Use Accelerator™ to speed dry time in cool shops on parts that must be handled (or sanded for artwork layouts) or re-coated the same day. Accelerator™ was designed for catalyzed acrylic urethanes and specific polyurethanes to speed up cure time. Accelerator™ can be added to any of the following Kosmic Kolor® products: UC01, UC35, UFC01, UFC19, UFC35, and UMC35 Klears; UB and UFB Solid Colors; SBS10 Bleed Check Sealer; and UK Kandys.

1. MIXING ACCELERATOR™ (AX01)

Use sparingly, up to 1/8 teaspoon per mixed quart. DO NOT EXCEED 1/8 TEASPOON PER MIXED QUART. Carefully monitor dry time between coats. Accelerator™ will cause the urethanes to flash between coats much faster and can cause lifting if allowed too much time between coats. Use the touch test:

URETHANE FLASH TEST - PAINT SHOULD BE STICKY AND NOT STRING UP ON FINGER AT THE WETTEST POINT, BEFORE NEXT COAT IS APPLIED. Approximate time between coats is 5 minutes, depending upon your shop conditions.

ADDITIONAL INFORMATION

Use Accelerator™ only in the following Kosmic Kolor® products:
- UC01 Kosmic Acrylic Urethane Klear
- UC35 Kosmic Acrylic Urethane Klear
- UC001 Kosmic Acrylic Urethane Kustom Klear
- UFC01 Kosmic Urethane Flo-Klear
- UFC19 Urethane Komply Klear® II
- UFC35 Kosmic Urethane Flo-Klear
- UMC35 Kos-Matte Klear
- UB and UFB Solid Colors
- UK Kandys
- SBS10 Bleed Check Sealer

NOTE: Do not use Accelerator™ in acrylic lacquers, or base coats.
NOTE: Use AX01 sparingly. It can reduce the coating’s flexibility and deplete the UV absorber.
GENERAL INFORMATION
Flattening Agent is designed to reduce the gloss of our acrylic lacquer, acrylic urethane and polyurethane enamel topcoats and clears. Flattening Agent will not effect adhesion or hardness. It is great for under carriages, frames and engine parts where high gloss is not desired, but a tough, durable finish is.

1. MIXING FLATTENING AGENT (FA01)
Shake or stir FA01 to ensure a uniform blend. Add while stirring to your pre-measured reducer then add this to your topcoat or clear. A drill and a paint stirring attachment ensure a uniform blend.

NOTE: Each product will react differently to FA01 based on the solid content of product used. Add additional reducer for proper sprayability. Amount of reducer is based on amount of FA01 added.

2. APPLYING FLATTENING AGENT (FA01)
Shake the paint into your paint gun. Use normal application methods based on the product you are spraying. Gloss reduction will begin as the paint dries. Dry overnight to show the true final level of gloss flattening.

NOTE: We recommend painting a test panel and allowing it to dry for 12 hours to determine the true final gloss flattening.

<table>
<thead>
<tr>
<th>GLOSS REDUCTION</th>
<th>OZ. PER MIXED QUART</th>
<th>ADDITIONAL REDUCER</th>
</tr>
</thead>
<tbody>
<tr>
<td>10%</td>
<td>2 oz.</td>
<td>N/A</td>
</tr>
<tr>
<td>25%</td>
<td>4 oz.</td>
<td>1 oz.</td>
</tr>
<tr>
<td>60%</td>
<td>6 oz.</td>
<td>2 oz.</td>
</tr>
<tr>
<td>90%</td>
<td>8 oz.</td>
<td>2 oz.</td>
</tr>
<tr>
<td>95%</td>
<td>12 oz.</td>
<td>3 oz.</td>
</tr>
<tr>
<td>99%</td>
<td>16 oz.</td>
<td>4 oz.</td>
</tr>
</tbody>
</table>

NOTE: Large amounts of FA01 (8 oz. or more per “ready to spray” mixed quart) can cause reduction of flexibility, which should be considered before applying to flexible substrates. Do not exceed 16 oz. of FA01 per mixed quart. Adding more Flattening Agent beyond this point will have no effect on further gloss reduction.
KOP  KAMELEON® OPALS
KDP  KOSMIC PEARLS
DP, DR  DRY PEARLS
PP  PASTE PEARLS
KOP KAMELEON® OPALS

GENERAL INFORMATION
Our Pearl Concentrates are available in paste or dry form and may be added to any of our acrylic lacquers or urethane enamels SG100 Intercoat Clear and SG150 Intercoat Pearl & Flake Karrier. They may also be added to first coats of Kandys when shooting over solid color bases. Design your own one of a kind custom paint. Additionally, Dry Pearls (DP, DR, KOP & KOP) can be added to the MB00 Neutral Marblizer® for custom marbleizing effects.

KOSMIC PEARLS - MUST BE VIEWED IN SUNLIGHT TO SEE MAXIMUM EFFECT:
Kosmic Pearls are our newest pearl line that features greatly increased reflectivity, brightness and sparkle. Kosmic Pearls high intensity makes them a great choice to use over white bases or solid colors for eye catching effects in sunlight. KDP2001, 2002, 2005 and 2006 are great choices over white bases. KDP2003 and 2004 are richly colored pearls that can be used as base coats for creating new Kandy colors. Use Kosmic Pearls to create your own custom colors. All KDP Pearls can be added to acrylic lacquer, urethane, SG100 Intercoat Clear, SG150 Intercoat Pearl & Flake Karrier, and the MB00 Neutral Marblizer®.

KAMELEON® OPALS:
Kameleon® Opals represents some of the latest advancements in pearlescent and flake technology allowing radical color change from different viewing angles. These unique products are available as easy dispersing powders that can be added to House of Kolor® brand clears, pearl basecoats, and Marblizer® to create dazzling effects and exciting new colors. Available in eight amazing colors Kameleon® Opals is sure to add exciting new effects to your kustom coatings palette.

IMPORTANT NOTE
Bleeding from underneath is the most common problem when painting with pearls. Follow instructions carefully and protect yourself against failure. Good preparation is important for a quality, long lasting paint job.

1. PREPARATION
Read “TECH PREP” thoroughly before you begin painting. Pearls are very susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, please refer to the tech pages on KP2CF or KD2000 Epoxy Primer Surfacers.

2. GROUND COAT
- Sealer
- Base Coat
- Properly prepared OEM finishes

UNIFORM COVERAGE OF SEALER IS REQUIRED BEFORE APPLICATION OF BASE COAT. Use House of Kolor® Ko-Seal® II. Use a sealer closest to the base color for faster coverage of base coats. Follow label instructions. Allow flash time on sealer. See tech sheet for more information on Ko-Seal® II.

NOTE: Sealers will not prevent bleeding. Remember, sealer is not a cure all for poor preparation.

3. BASE COAT
Apply base coat. This step is where the creativity begins. White pearl will radiate whatever base color is used. For example: a white pearl over an orange base becomes orange pearl. Do your own experimenting - creativity begins at the base. See appropriate tech sheets for base coat instructions.

4. MIXING PEARLS CONCENTRATES
Add Pearl Concentrates to mixed clear (ready to spray) and apply over the base coat. Pearl Concentrates may be added to any of our Kustom or Kosmic Clears, including SG100 Intercoat Clear and SG150 Intercoat Pearl & Flake Karrier. Use SG100 and SG150 over Shimrin® Universal Bases only. The color of your base will determine how much pearl to use. The following chart is a guide for proper mixing:

<table>
<thead>
<tr>
<th>PEARL AMOUNT - PER MIXED QUART OF CLEAR</th>
</tr>
</thead>
<tbody>
<tr>
<td>TYPE OF PEARL</td>
</tr>
<tr>
<td>Dry Pearl</td>
</tr>
<tr>
<td>Pearl Paste</td>
</tr>
</tbody>
</table>

The size of the object being painted will dictate the amount of pearl also. Larger objects require less pearl than small objects. On large objects, start low and add additional pearl slowly. Too much pearl will reduce the iridescent pearl effect due to overcrowding of the pearl platelets.

5. GUN SET UP
- Conventional Gun = 45 to 55 PSI
- HVLP Gun = 10 PSI at the cap
(Refer to spray gun manufacturer’s recommendations)
- Needle/Nozzle = 1.3 to 1.5
( Depending on the size of object being painted)

6. APPLYING PEARL CONCENTRATES
Strain the paint into the paint gun. Apply 2-6 medium (almost wet) coats with 75% pattern overlap. Gun distance while spraying should be 5-6 inches. Walk long objects. Allow flash time between coats. Be sure that your spray equipment and environment are very clean and the spray pattern correct. An uneven spray gun pattern will make proper application impossible. Apply enough coats to achieve the effect you desire. Then begin Kandy or clear coats.

NOTE: When using SG100 and SG150, never apply more than 4 coats. Mix the pearls rich enough to complete the application in 3 or 4 coats.

7. KANDY (optional)
See appropriate tech sheet for Kandy application.

8. CLEAR COAT
See appropriate tech sheet for Clear Coat application.

CAUTIONS
Read Cautions and Warnings on all product can labels. Use a recommended respirator when spraying. KEEP OUT OF REACH OF CHILDREN.

NOTE: All of our pearls are lead free. So are the PBC Designer Pearls.
GENERAL INFORMATION

Kameleon® Pearls are unique color changing pigments available in 5 dazzling colors and two particle sizes, Standard and Fine. They are supplied in a dry form that may be added to SG100 Intercoat Clear, SG150 Intercoat Pearl & Flake Karrier, SC01 Sunscreen Acrylic Lacquer Clear, House of Kolor® brand urethane clears, or MB00 for dramatic, eye catching art work. Kameleon® Pearls change color based on the viewing angle, so, often different people will see different colors when looking at the same vehicle. When ordering Kameleon® Pearls use the following codes to specify the product you are interested in obtaining:

<table>
<thead>
<tr>
<th>CODE</th>
<th>DESCRIPTION</th>
<th>CODE</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>KPF100</td>
<td>GREEN TO BLUE</td>
<td>KPF100SF</td>
<td>FINE GREEN TO BLUE</td>
</tr>
<tr>
<td>KPF101</td>
<td>GOLD TO GREEN</td>
<td>KPF101SF</td>
<td>FINE GOLD TO GREEN</td>
</tr>
<tr>
<td>KPF102</td>
<td>COPPER RED TO GREEN</td>
<td>KPF102SF</td>
<td>FINE COPPER RED TO GREEN</td>
</tr>
<tr>
<td>KPF103</td>
<td>SAPPHIRE</td>
<td>KPF103SF</td>
<td>FINE SAPPHIRE</td>
</tr>
<tr>
<td>KPF104</td>
<td>AQUARIUS</td>
<td>KPF104SF</td>
<td>FINE AQUARIUS</td>
</tr>
</tbody>
</table>

1. SUBSTRATE

- Ko-Seal® II
- BC25, or Dark Shaded Shimrin® Bases
- Properly prepared OEM finishes

2. PREPARATION

Read "TECH PREP" thoroughly before you begin painting. Pearls are very susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, strip bare (or to OEM primer) and prime with our KP220 Chromate Free Kwikure Epoxy Primer or our KD2000 Direct To Metal Epoxy Primer. See tech sheets for more information on KP Primers.

3. GROUND COAT:

- Ko-Seal® II
- BC25 or dark shared finishes

Use KS11, KS211 or BC25 as a ground coat for the most dramatic color change effect. The color of the ground coat will vary the amount of coats it will require to obtain the best results. White or light color basecoats will require many coats to achieve coverage. If BC25 cannot be used, use PBC100 or PBC43.

NOTE: On large surfaces use BC03 or FBC03 as a basecoat for more even coverage of Kameleon® Pearls.

4. MIXING KAMELEON® PEARLS

Add Kameleon® Pearls to mixed clear (ready to spray) and apply over the base coat. Kameleon® Pearls may be added to any of our Kustom or Kosmic Klears including SG100 Intercoat Clear. Use SG100 over Shimrin® Universal Bases or Ko-Seal® II only.

ADD 1–2 TEASPOONS OF KAMELEON® PEARL PER MIXED PINT OF CLEAR.

NOTE: When applying pearl over a dark base, do not add too much pearl as mottling or streaking can occur.

Kameleon® Pearls may be intermixed to create custom colors. They can also be added to our Kameleon® Basecoats for novel color effects.

For novel color effects, Kameleon Pearls may also be mixed into MB00 Neutral Marblizer®.

ALWAYS REDUCE KAMELEON® PEARL MIXES:

5. GUN SET UP

- Conventional Gun = 45 to 55 PSI
- HVLP Gun = 10 PSI at the cap
(Refer to spray gun manufacturer’s recommendations)
- Needle/Nozzle = 1.3 to 1.5
(Depending on the size of object being painted)
- Trigger Pull = 50% to 75%
- Air Brush = Follow gun manufacturer’s recommendations

6. APPLYING KAMELEON® PEARL

Strain the paint into the paint gun. Apply 3 medium (almost wet) coats with 75% pattern overlap. Gun distance while spraying should be 4-6 inches. Walk long objects. Allow flash time between coats. Avoid dry spraying, as loss of adhesion is possible with pearls. Be sure that your spray equipment and environment are very clean and the spray pattern correct. An uneven spray gun pattern will make proper application impossible. Apply enough coats to achieve the effect you desire. Then begin clear coats.

NOTE: When using SG100 or SG150, never apply more than 4 coats. Mix the pearls rich enough to complete the application in 3 or 4 coats.

NOTE: ANY KANDY OR ARTWORK APPLIED OVER KAMELEON® PEARLS CAN REDUCE OR COMPLETELY ELIMINATE THE COLOR CHANGE EFFECT. ALWAYS TEST ANY ARTWORK OR KANDY PLANNED ON A TEST PANEL.

7. CLEAR COAT

See appropriate tech sheet for Clear Coat application.

CAUTIONS

Read Cautions and Warnings on all product can labels. Use a recommended respirator when spraying.

KEEP OUT OF REACH OF CHILDREN and do not apply to objects used by children.
GENERAL INFORMATION

Ice Pearl glass flake pigments go beyond traditional pearls in brightness of color, transparency, and reflectivity. They have brightness and sparkle under sunlight conditions. Ice Pearl may be used in any of our Shimrin® Universal bases, Kandys, Klears, Marblizer®s or Kustom Bases. They are an excellent base for Kandy finishes, giving a brilliant glitter effect. Blends of Ice Pearl pigments give true multicolor effect, showing the individual colors of the pearl used in the blend. Ice Pearl gives the custom painter additional creativity to design “one of a kind” custom finishes.

1. MIXING ICE PEARL

Add Ice Pearl to mixed clear (ready to spray) and apply over the base coat. Ice Pearl may be added to any of our or Kosmic Clears, including SG100 Intercoat Clear or SG150 Intercoat Pearl & Flake Karrier for best results. Use SG100 or SG150 over Shimrin® Universal Bases only. The color of your base will determine how much pearl you use. The following chart is a guide for proper mixing:

<table>
<thead>
<tr>
<th>ICE PEARL AMOUNTS - PER MIXED QUART OF CLEAR</th>
</tr>
</thead>
<tbody>
<tr>
<td>ICE PEARL</td>
</tr>
<tr>
<td>2 teaspoons</td>
</tr>
</tbody>
</table>

The size of the object being painted will dictate the amount of pearl also. Larger objects require less pearl than smaller objects. On large objects, start low and add additional pearl slowly. Too much pearl will reduce the pearl effect due to overcrowding of the pearl platelets.

NOTE: When applying pearl over a dark base, do not add too much pearl, as mottling or streaking can occur.

NOTE: Urethane enamel may take slightly more pearl than acrylic lacquer due to its high solids.

2. GUN SET UP

- Conventional Gun = 45 to 55 PSI
- HVLP Gun = 10 PSI at the cap
  (Refer to spray gun manufacturer’s recommendations)
- Needle/Nozzle = 1.3 to 1.5
  (Depending on the size of object being painted)

3. APPLYING ICE PEARL

Strain the paint or clear into the gun, then add the Ice Pearl. Air pressure varies, use Gun Mfgs. recommendations. Apply 2-3 medium (almost wet) coats with 75% pattern overlap. Gun distance while spraying should be 6 inches or less to reduce roughness. Walk long objects. Allow flash time between coats. Be sure that your spray equipment and environment are very clean and the spray pattern correct. An uneven spray gun pattern will make proper application impossible. Apply enough coats to achieve the effect you desire. Then begin Kandy or clear coats.

NOTE: When using SG100 or SG150, never apply more than 4 coats. Mix the pearls rich enough to complete the application in 3 or 4 coats.

NOTE: Check effect of Ice Pearl color in direct sunlight to see their maximum impact.

4. KANDY (optional)

See appropriate tech sheet for Kandy application.

5. CLEAR COAT

See appropriate tech sheet for Klear application.

CAUTIONS

Read Cautions and Warnings on all product can labels. Use a recommended respirator when spraying.

KEEP OUT OF REACH OF CHILDREN and do not apply to objects used by children.
**GENERAL INFORMATION**

Depending on use and sun exposure, light fastness on some colors will be limited. The glow effect continues even if the color fades. The Kosmic Long-Glo has demonstrated better light fastness than the Kosmic-Glo® when applied over a white base. We recommend using Kosmic Long-Glo with discretion - even though the color may change with time and exposure, the Glow-in-the-Dark feature remains for a long time. Kosmic Long-Glo is provided in 4 oz. jars of dry powder. (Bulk prices available on request.)

**IMPORTANT NOTE** - KOSMIC LONG-GLO IS NOT RECOMMENDED FOR OVERALL REFINISHING.

<table>
<thead>
<tr>
<th>1. SUBSTRATE</th>
<th>NOTES</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Ko-Seal® II KS10 or KS210</td>
<td></td>
</tr>
<tr>
<td>• BC26</td>
<td></td>
</tr>
</tbody>
</table>

Maximum glow occurs when Kosmic Long-Glo is applied over a white base. We recommend using our Shimrin® BC26 White as a base or Ko-Seal® II KS10 or KS210. Other colors/bases (such as Pearls, Kandys, Neons, Solid Kolors, etc.) may be used for unusual effects, but glow time will be less.

<table>
<thead>
<tr>
<th>2. MIXING KOSMIC LONG-GLO</th>
<th>NOTES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add 4 to 6 oz. of Kosmic Long-Glo dry powder to 1 pint of ready to spray SG150 Intercoat Pearl &amp; Flake Karrier. Mix thoroughly. Mix only when ready to use. Stir between coats as setting occurs quickly. Spray immediately after mixing as this product may not store well when mixed.</td>
<td></td>
</tr>
</tbody>
</table>

NOTE: An agitator cup can help keep product mixed during spraying.

NOTE: Use a gun with a 1.5 fluid tip to prevent the gun from plugging or miss-spraying. Always empty a gravity feed gun between coats due to rapid settling. Re-stir and add to gun for the next coat.

**For Urethane Finishes:**
Our SG150 Intercoat Pearl & Flake Karrier works well for mixing the Kosmic Long-Glo pigment. Topcoat with our UC01 Kosmic Klear®, UC35 Kosmic Klear®, UFC01 Kosmic Urethane Flo-Klear, UFC19 Komply Klear® or UFC35 Kosmic Urethane Flo-Klear.

**For Lacquer Finishes:**
Mix the Kosmic Long-Glo pigment with our SC01 Sunscreen Lacquer Clear and then topcoat with an additional coat of SC01 Sunscreen Lacquer Clear.

<table>
<thead>
<tr>
<th>3. GUN SET UP</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>• Conventional Gun = 45 to 55 PSI</td>
<td></td>
</tr>
<tr>
<td>• HVLP Gun = 10 PSI at the cap</td>
<td></td>
</tr>
<tr>
<td>(Refer to spray gun manufacturer’s recommendations)</td>
<td></td>
</tr>
<tr>
<td>• Needle/Nozzle = 1.3 to 1.5</td>
<td></td>
</tr>
<tr>
<td>(Depending on the size of object being painted)</td>
<td></td>
</tr>
<tr>
<td>• Trigger Pull = 50% to 75%</td>
<td></td>
</tr>
<tr>
<td>• Air Brush = Follow gun manufacturer’s recommendations</td>
<td></td>
</tr>
</tbody>
</table>

**4. APPLYING KOSMIC LONG-GLO**
Apply 3 coats using a 75% pattern overlap when spraying. Allow plenty of flash time between coats. Clear with a compatible clear. For best glow time, apply over a white base.

**5. GLOW TIME**
Maximum excitation for Kosmic Long-Glo is UV light (both long and short), daylight and artificial light (tungsten and fluorescent lamps). Sodium vapor or I.R. light sources are unsuitable. Glow time will vary based on application, base color and light exposure. Maximum glow time is 4 to 12 hours, based on the intensity of the excitation energy.

**13. CLEAN UP**
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).
### GENERAL INFORMATION

Flakes may be added to any of our Kandys or Clears. We offer flakes in five grain sizes:
- 1/64 inch Flake (the most difficult to use)
- Mini Flake (comes on fast with greatly reduced surface roughness)
- Ultra-Mini Flake (3 sizes, easy to apply and smooths out with topcoats)

Built from ultra thin polyester, our flakes are the lightest and easiest to use. The mini and ultra-mini flakes have the brilliance of a much larger flake, combining the ultimate in a flake look and ease of use. Check out our MBC Basecoats. These basecoats offer outstanding brilliance, producing a medium Flake look without the extra work associated with flake.

### 1. MIXING FLAKES AND GUN SET UP

For maximum reflectivity and ease of use, we recommend adding Flakes directly to the clear and spraying over the base coat. Flakes may be added to any of our Kustom or Kosmic Clears, including SG100 Intercoat Clear and SG150 Intercoat Flake & Pearl Karrier. For best results we recommend the use of SG150 Intercoat Flake & Pearl Karrier (see tech sheet on SG150) Use SG100 and SG150 over Shimrin® Universal Bases only. The color of your base coat will determine how much flake to use. The following chart is a guide for proper mixing. If a full flake look is desired, be sure your base color is similar to the flake color, preferably 4-5 shades darker than the flake, to create the illusion of coverage in 2 coats. 3 or more coats of flake will greatly increase the roughness of the finish. Always do a test panel first to gauge the coverage, color and roughness before committing to the paint job. You may find you’ll need to add additional flake to achieve the proper coverage. (Always measure for consistency of mix)

----------

<table>
<thead>
<tr>
<th>ITEM NUMBER</th>
<th>DESCRIPTION</th>
<th>FLAKE SIZE</th>
<th>MIN. NOZZLE SIZE</th>
<th>DARK BASE</th>
<th>LIGHT BASE</th>
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<tbody>
<tr>
<td>F14.C01</td>
<td>RAINBO (1/64)</td>
<td>1/64th Hex</td>
<td>1.8</td>
<td>4 - 12 Tbls</td>
<td>12 Tbls</td>
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<tr>
<td>F15.C01</td>
<td>SILVER (1/64)</td>
<td>1/64th Hex</td>
<td>1.8</td>
<td>4 - 12 Tbls</td>
<td>12 Tbls</td>
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<tr>
<td>F16.C01</td>
<td>LITE GOLD</td>
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<tr>
<td>F17.C01</td>
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<tr>
<td>F18.C01</td>
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<td>1 - 3 Tbls</td>
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<tr>
<td>F19.C01</td>
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<td>1 - 3 Tbls</td>
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</tr>
<tr>
<td>F20.C01</td>
<td>RED</td>
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<td>1 - 3 Tbls</td>
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<tr>
<td>F21.C01</td>
<td>FUSCHIA</td>
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<td>1 - 3 Tbls</td>
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<tr>
<td>F22.C01</td>
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<td>F23.C01</td>
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<td>1 - 3 Tbls</td>
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<tr>
<td>F24.C01</td>
<td>ABALONE</td>
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<td>1.8</td>
<td>4 - 12 Tbls</td>
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<tr>
<td>F25.C01</td>
<td>SMOKE</td>
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<td>F28.C01</td>
<td>KAMEN BLUE</td>
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<tr>
<td>F31.C01</td>
<td>RICH GOLD</td>
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<td>3 - 9 Tbls</td>
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<td>F32.C01</td>
<td>FIREBALL</td>
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<td>1.8</td>
<td>3 - 9 Tbls</td>
<td>9 Tbls</td>
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<td>F33.C01</td>
<td>FINE RAINBO</td>
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<tr>
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<td>3 - 9 Tbls</td>
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<tr>
<td>F61.C01</td>
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<td>1 - 3 Tbls</td>
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<td>MINI RICH GOLD</td>
<td>1/128th Hex</td>
<td>1.5</td>
<td>1 - 3 Tbls</td>
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</tr>
<tr>
<td>F66.C01</td>
<td>MINI PINK ROSE</td>
<td>1/128th Hex</td>
<td>1.5</td>
<td>1 - 3 Tbls</td>
<td>3 Tbls</td>
</tr>
<tr>
<td>F70.C01</td>
<td>RED GOLD TRANS</td>
<td>1/166th Square</td>
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<td>3 Tbls</td>
</tr>
<tr>
<td>F71.C01</td>
<td>GREEN GOLD TRANS</td>
<td>1/166th Square</td>
<td>1.5</td>
<td>1 - 3 Tbls</td>
<td>3 Tbls</td>
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<tr>
<td>F72.C01</td>
<td>BLUE GREEN TRANS</td>
<td>1/166th Square</td>
<td>1.5</td>
<td>1 - 3 Tbls</td>
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<tr>
<td>F73.C01</td>
<td>VIOLET RED TRANS</td>
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<tr>
<td>F74.C01</td>
<td>GREEN TO PURPLE</td>
<td>1/125th Hex</td>
<td>1.5</td>
<td>4 - 6 Tbls</td>
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<tr>
<td>F75.C01</td>
<td>BLUE TO RED</td>
<td>1/125th Hex</td>
<td>1.5</td>
<td>4 - 6 Tbls</td>
<td>6 Tbls</td>
</tr>
<tr>
<td>F76.C01</td>
<td>GOLD TO GREEN</td>
<td>1/125th Hex</td>
<td>1.5</td>
<td>4 - 6 Tbls</td>
<td>6 Tbls</td>
</tr>
</tbody>
</table>

**NOTE:** With a gravity feed gun, remove flakes between coats, simply stir and add for next coat or purchase an agitator gun cup.

**NOTE:** Flake should not be applied with an Air Brush.

**NOTE:** On large objects, use a reducer (or thinner) on the slow side to allow the flakes to flow into the clear, for better leveling and reduced roughness.

**NOTE:** When mixing straight clear to be sprayed over flake to bury it, use a faster reducer. Don’t use SG100 as a build clear.

**NOTE:** Flakes may also be added (in small amounts) to any of our Shimrin® Bases, Kustom Bases, and to first coats of Kustom and Kosmic Kandys. A great place for creativity. (Do not add Flakes to UB04, UB05, BC25 or BC26 as these high pigmented bases will diminish the flakes.)

**NOTE:** Mixing ratios listed for flakes are for ready-to-spray material, per quart.
2. APPLYING FLAKES

WHEN USING LARGE FLAKES - BE SURE YOUR SPRAY GUN HAS A LARGE ENOUGH FLUID TIP TO ALLOW PASSAGE OF THE FLAKE.

Strain the paint into the paint gun, then add the Flake. Air pressure varies gun to gun, but lower pressure works best to reduce overspray. Apply 1-2 medium coats with 75% pattern overlap. Gun distance while spraying should be 4-5 inches. If Flake is sprayed too far away from the vehicle, dryness can occur which can be difficult to smooth out. Walk long objects. Allow 15 to 30 minutes flash time between coats.

NOTE: TRY NOT TO APPLY MORE THAN 2 COATS. Succeeding coats add greatly to increased surface roughness and will require more clear and sanding to smooth out.

3. KANDY COAT (optional)

Once you are satisfied with the flake application, allow flash time. Using a white scuff pad, lightly scuff over the flake to lay down or knock off any standing flake, then topcoat with 3 - 4 coats of Urethane Clear. Let dry overnight and D.A. sand with 320P grit sandpaper the next day. Be careful of high points and edges, as it is easy to sand through and ruin all you have done. Air and tack. Then begin Kandy coats. Follow label instructions. See appropriate tech sheets for Kandy application.

NOTE: When using 1/64 inch Silver Flake (only) you may simply dry sand with 220P grit sandpaper and a washing motion to knock down standing flakes; then begin topcoats. Do not use this method with colored flakes as the color is easily sanded off. Silver is the true flake color.

4. CLEAR COAT

FOR ACRYLIC LACQUER PAINT JOBS:

Allow flash time before top coating with clear. Apply 5-7* coats of SC01 Sunscreen Clear. See tech sheet for clear coat application.

NOTE: The normal critical dry time of 48 hours is not a problem with Flakes. You may re-coat at any time with no fear of line checking or crows feet.

*NOTE: Flake size, Kandy coat, application expertise, thinner, etc. will determine the number of clear coats required. Sand between every 5-7 coats.

FOR URETHANE ENAMEL FINISHES:

Allow flash time before top coating with clear. Paint should be sticky and not string when touched at the wettest point before next coat is applied. (When using the touch test always touch a new spot). Monitor closely for maximum merging of coats.

Apply 2-4* coats of our UC01 or UC35 Clear. See tech sheet for clear coat application. Do not use SG100 or SG150 as a topcoat clear.

*NOTE: Flake size, Kandy coat, application expertise, thinner, etc. will determine the number of clear coats required.

5. COLOR SANDING & REFLOW

FOR 1/64 INCH SILVER FLAKE AND RAINBOW FLAKE:

Use D.A. Sander with 320P grit dry sandpaper to begin smoothing the paint job. Hold D.A. at eye level and spin pad. It should not wobble, but spin true. Avoid high points, edges or any area where you might sand through.

NOTE: D.A. color sanding requires practice and a true sandpaper pad. Air and tack. Re-clear. Wet sand with 400 or 500 grit sandpaper for final clear coats.

NOTE: Flake jobs often require more than one reclearing to achieve full coverage and flatness of the flake prior to polishing.

FOR MINI FLAKE AND ULTRA-MINI FLAKE:

Color sand and finish with normal methods. See tech sheet on Polishing & Finishing for instructions.

6. POLISHING

Allow a Flake job to dry down before polishing, usually 30 days minimum for lacquer and 48 hours for urethane (in temperatures of 70-80°F). As the paint dries, it shrinks down around the Flakes and if you polish too soon you may wind up polishing again after the dry down. In winter months, it may take 60-90 days or more for dry down. If possible, let the paint bake in the sun for a good cure before polishing. Urethanes cure chemically at 70°F. Color sand wet; if rough, start with 500 grit. Finish color sanding with 1200 to 2000 grit. See tech sheet on Polishing & Finishing for more information.

CAUTIONS

Read Cautions and Warnings on all product can labels. Wear eye protection and approved respirator based on the type of paint the Flake is mixed into. The polyester flakes offer no hazard in dry form, but when sprayed may enter eyes, nose, throat or lungs if proper protection is not worn.
GENERAL INFORMATION
Our Striping & Lettering Enamel is designed for striping, lettering and airbrush artwork. It features high pigmentation, low solids for a minimal edge and long open time. Apply over existing finishes or topcoat with clear for a smooth, durable finish. Our Striping & Lettering Enamel may be top coated with acrylic lacquer, urethane enamel, acrylic enamel and alkyd enamel.

1. PREPARATION
Remove all traces of wax, silicone, grease, dirt, etc. If finish is oxidized or dull, polish before striping is begun. If overall clear coats are required, color sand with 500 or 600 grit wet sandpaper. See tech sheet for color sanding instructions.

2. MIXING & APPLYING STRIPING & LETTERING ENAMELS
Stir the color to be used. Deposit 1 or 2 brush loads of paint onto the palette. Use U00 Reducer to maintain proper consistency. Simply add a small amount to a shot glass, dip your brush into the reducer and add to the mixture on your palette. Brush back and forth a few times, then begin your artwork. As the paint is used, add more to your palette by the brush full. CAUTION: Do final wipe down with KC20 or water only. Wash solvents will remove the artwork. Mistakes over catalyzed urethane are easily removed with a rag dampened with acetone. Clean your brush with U00 Reducer or lacquer thinner. Many artists will simply fluff the brush with low air pressure after cleaning with reducer prior to storage. Allow artwork to dry 1 to 4 hours (depending on shop conditions) before applying clear coats.

3. STRIPING CLEAR UC03
UC03 is a clear Striping & Lettering Urethane that can be added to the striping colors to reduce tint strength. UC03, when catalyzed, can be used to topcoat by brush the Neons or other colors to add gloss and chemical resistance.

UC03 Clear Catalyzed Mixing Ratio: 4 parts UC03 Clear to 1 part KU200 Striping Catalyst. Some reducer may be added (RU310 or RU311) to reduce viscosity.

CAUTION: TOO WET A FIRST COAT OF CLEAR OR NOT ENOUGH DRY TIME BETWEEN COATS MAY MOVE THE ART - USE CARE AND DO NOT RUSH! Monitor your coats closely for maximum merging of coats. General rule, use fast reducer in clear coats and allow flash time.

4. APPLYING GOLD LEAF
Gold Leafing:
U05 Imitation Gold (striping enamel) makes an excellent sizing for applying gold or variegated gold leaf. Mix 4 parts U05 striping enamel with 1 part KU200 catalyst. Apply U05 with brush, let set until sticky (20-30 minutes), apply gold leaf and allow to dry overnight. Brush away excess outline and clear with catalyzed UC03 Clear, or topcoat clear the complete part with any of our Kosmic Klears.

5. IMPORTANT INFORMATION
WHEN STRIPING OVER FINAL FINISHES:
Mix Striping & Lettering Enamel with KU200 Striping Catalyst. Follow label instructions. The catalyst adds gloss and chemical resistance so clear coats are not necessary.

Mixing Ratio - Striping Colors: 8 parts paint to 1 part KU200 Catalyst.
Mixing Ratio - UC03 Clear: 4 parts UC03 Clear to 1 part KU200 Catalyst.

NOTE: Use only KU200 Striping Catalyst with our Urethane Striping & Lettering Enamels.

NOTE: KU200 Striping Catalyst is moisture sensitive and will not keep for long periods once open. Keep container tightly sealed. Clean the catalyst container pour spout by wiping the threads with reducer for easy opening.

WHEN TOP COATING ARTWORK WITH CLEAR:
No catalyst is required. Striping & Lettering Enamel will dry in 1-4 hours for clear coats.

NOTE: When using Striping & Lettering Enamel for artwork or murals, it is a good idea to use the KU200 Catalyst for faster dry times and no tape marks.

FOR AIRBRUSH ARTWORK:
For airbrushing with Striping & Lettering Enamel, reduce 100-150% with RU311 Medium Reducer for good sprayability and rapid dry times. In warmer weather, use RU312. Strain through a fine strainer.

5. IMPORTANT INFORMATION (continued)
FOR ARTWORK ON SHIMRIN® METALLIC OR PEARL BASE COATS:
Apply 1 or 2 coats of SG100 Intercoat Clear (for urethane enamel topcoats) or SC01 Sunscreen Clear (for Acrylic Lacquer topcoats) before artwork is applied. DO NOT ATTEMPT TO STRIPE DIRECTLY ONTO THE SHIMRIN® METALLIC OR PEARL BASE COAT.

6. REMOVING MISTAPES
Urethane Enamel Finishes:
Wipe with U00, RU310 Reducer, or acetone using hard pressure and a clean spot on the rag. Carefully check the area to be sure no residual paint film remains.

CAUTION: Base coats will be removed with reducers unless they have been cleared with a topcoat clear. Base coats do not have any chemical resistance until cleared. Final wash solvents and reducers will remove base coats. Use care not to wipe away your artwork.

Acrylic Lacquer Finishes:
Remove mistakes with a final wash solvent. Some reducers may work also. Test in an inconspicuous spot before using. Use firm pressure and make sure no residual paint film remains.

7. CLEARING OVER FINAL ARTWORK
Urethane Enamel Finishes:
When clearing over artwork, adjust the gun and bring the clear on slowly to prevent sliding of artwork. NOTE: Applying the clear too wet may cause the artwork to slide or run. Allow flash time between coats, use fast reducer.

Acrylic Lacquer Finishes:
When applying clear coats over artwork or striping, begin with medium coats, to prevent sliding of artwork. Allow flash time between coats.

ADDITIONAL INFORMATION
Provide adequate ventilation when mixing and airbrushing. Avoid breathing fumes and skin contact with KU200 Striping Catalyst.
ADHERETO® Adhesion Promoters are designed to create a bond between a substrate and a coating. Apply Adhereto® before applying topcoats to ensure proper adhesion of automotive paint to: plastics, brass, aluminum, metal, chrome, or a variety of other surfaces. Adhereto® is easy to use and dries in minutes. Ready to spray right out of the can (no reduction required). Clear in color.

ADHERETO® is available in two formulas:
AP01 is designed to use when top coating Polypropylene, TPO (Thermoplastic Polypropylene), Polypropylene/elastomer blends, other plastics, aluminum, steel, brass and other metals.
AP02 is designed for Polyethylene only.

1. PREPARATION
Clean substrate of all contamination, such as dirt, oil, grease and mold release agents, with isopropyl alcohol or KC20 Post Sanding Cleaner. Dry thoroughly after cleaning. Scuff using a maroon scuff pad.

2. MIXING RATIO
Ready to spray as packaged, no reducer.

3. GUN SET UP
- Conventional Gun = 35 to 45 PSI
- HVLP Gun = 8 to 10 PSI at the cap
  (Refer to spray gun manufacturer’s recommendations)
- Needle/Nozzle = 1.3

4. APPLYING ADHERETO® (AP)
Apply Adhereto® with a dry film thickness of 0.1 to 0.2 mils equal to one medium coat.
WARNING: Proper coat thickness is critical for good adhesion properties. With adhesion promoters, more is not better. Carefully monitor coat thickness. Topcoats may be applied immediately after the Adhereto® coat has dried, usually within 2 to 3 minutes not to exceed 5 minutes at 70°F. Adhereto® acts as a clear adhesive primer providing a bond for topcoats.
NOTE: If Adhereto® completely dries, it must be reapplied prior to top-coating.

5. CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).
GENERAL INFORMATION
Hi-Heat™ Black is a superior, high temperature coating. It is a great coating for engine parts or exhaust systems on cars, trucks, motorcycles, small engines, etc., where high temperature is a concern. It features fast coverage and cures to a beautiful semi-gloss jet black finish that will endure 1400°F with no flaking or discoloration. Hi-Heat™ Black comes ready to spray and no reduction is required. Parts are dry enough to handle in one hour. No baking is required.

1. PREPARATION
For new steel surfaces make sure metal is bare and clean with no traces of water, oil, wax, or surface rust. Wiping parts with a quality, mid temperature lacquer thinner (such as House of Kolor® RU202 Lacquer Thinner) works well as a final wash. Allow to dry, then start application. If possible, warm the parts with a heat lamp. This will speed up the process.

2. SUBSTRATE
• Bare Steel

3. SANDING THE SUBSTRATE
For previously coated or rusted surfaces, sand or bead blasting is the only method of preparation recommended. After blasting, prepare surface the same as described above for new steel surfaces.
NOTE: Sand or bead blasting is the ideal surface preparation for all surfaces including new steel surfaces. Apply Hi-Heat™ Finish as soon as possible after cleaning for maximum adhesion.

4. COMPONENTS
• Ready To Spray

5. MIXING HI-HEAT™
• Ready To Spray

6. GUN SET UP
• Conventional Gun = 45 to 55 PSI
• HVLP Gun = 10 PSI at the cap
(Refer to spray gun manufacturer’s recommendations)
• Needle/Nozzle = 1.3 to 1.5
(Depending on the size of object being painted)
• Trigger Pull = 25% to 50%
• Air Brush = Not Recommended

7. APPLYING HI-HEAT™ BLACK (HH04)
Hi-Heat™ Black is ready to spray as packaged. Do not add any extra reducer. Warm parts with an infrared heat lamp. Remove heat lamp from booth, then apply one medium wet coat. Allow 10-20 minutes dry time or until paint has flashed dull then apply one more medium wet coat. Apply just enough paint to achieve coverage, but never more than two medium coats of HH04. Many motorcyclists also coat the exhaust pipes inside to minimize bluing on chrome pipes.

WARNING: Proper film thickness is critical for good heat resistance properties. Dry film thickness should not exceed 0.6 mils. Excessive film thickness will cause coating failure such as blistering and flaking. More is not better.

8. DRY TIME
Parts are ready to handle in one hour. Allow parts to cure for 24 hours after last coat is applied to ensure that solvent is no longer present in the coating. Final cure will be accomplished by the inherent heat of operation. This will cause the parts to emit smoke and odor upon first use. This is a chemical reaction that final cures the paint. After this, the parts will be a beautiful semi-gloss black finish.

9. CLEAN UP
Clean equipment thoroughly with thinner (check local regulations).
GENERAL INFORMATION
KC10 WAX & GREASE REMOVER removes grease, wax, silicone, adhesives, tar, tree sap, insects and dirt. KC10 is a quick flashing product designed to speed initial surface prep before sanding and body work. Don’t apply more than you can wipe clean before KC10 dries, or no contaminants are removed. (Wiping cloths become contaminated, change regularly and dispose of properly).

1. USING KC10
KC10 is to be used over unsanded surfaces and OEM finishes. DO NOT USE KC10 over polyester fillers, primers, sealers, or during any step of paint application. It is surface prep cleaner only.

2. APPLICATION
   1. Wash surface with mild detergent and water.
   2. Rinse and dry surface.
   4. Wipe surface with KC10 and wipe dry with clean, dry cloth before product dries.

KC10 should not be allowed to dry on surface. If this occurs, re-apply KC10 using a clean cloth and wipe dry.
KC20 POST SANDING CLEANER

GENERAL INFORMATION
KC20 POST SANDING CLEANER removes sanding residue as well as dirt, hand oils, and other light contaminants. KC20 will also reduce static when used on plastic and fiberglass parts. KC20 is designed for use in initial and final surface preparation. However before sanding existing finish KC10 should be used first. See instructions for KC10 Wax and Grease Remover.

1. USING KC20
KC20 is to be used over sanded surfaces, OEM finishes, sanded primers, cured sealers, fresh base coats, Pin Stripes, Air Brush Art, and other sensitive surfaces.

2. APPLICATION
1. Wash surface with mild detergent and water.
2. Rinse and dry surface.
4. Wipe surface with KC20 and wipe dry with clean, dry cloth before product dries.

KC20 should not be allowed to dry on surface. If this occurs, re-apply KC20 using a clean cloth and wipe dry.

NOTE: KC20 is the only cleaner recommended for cleaning Shimrin® base coats prior to top coating.
GENERAL INFORMATION
Bleed Check is a two-component acrylic urethane sealer designed to stop the bleed through of products. Bleed Check will stop bleeding colors from interfering with artwork. The following House of Kolor® products have a tendency to bleed: KBC03, KBC05, KBC06, KBC10, KBC13, KK03, KK05, KK06, KK10, KK13, UK03, UK05, UK06, UK10 AND UK13. We recommend using Bleed Check over the above products to protect artwork.
NOTE: The active ingredient in Bleed Check Sealer is graphite and is black in color; therefore, it may not be suitable under certain graphics.

1. SUBSTRATE
• UK Kandys
• KBC Kandys
• KK Kandy Koncentrate mixes

2. COMPONENTS
• SBS10 Bleed Check Sealer
• RU310 (fast), RU311 (medium) urethane reducer,
• AX01 Accelerator (IMPORTANT)
• Air Brush application: Not Recommended
NOTE: Without the addition of AX01, SBS10 will not properly cure.

3. MIXING BLEED CHECK
• 4 part Bleed Check
• 1 part RU-reducer
• 1 part KU100 catalyst
• 1/8 Teaspoon AX01 per pre-mixed quart
• Air Brush Application: Not recommended

4. GUN SET UP
• Conventional Gun = 45 to 55 PSI
• HVLP Gun = 10 PSI at the cap
  (Refer to spray gun manufacturer’s recommendations)
• Needle/Nozzle = 1.3 to 1.5
  (Depending on the size of object being painted)
• Trigger Pull = 50% to 75%
• Air Brush = Not recommended

5. APPLYING BLEED CHECK
NOTE: ALLOW THE BLEED SUSPECT BASECOAT PRODUCT TO DRY 30 MINUTES BEFORE APPLYING BLEED CHECK. ALLOW UK’S (URETHANE KANDYS) TO DRY OVERNIGHT. See UK tech sheet for more information.
Strain the paint into the gun. Gun distance while spraying should be approximately 6 inches. Apply 1-2 medium wet coats with 50% pattern overlap.
Walk long objects. Be sure of thorough coverage. Allow flash time between coats.
BLEED CHECK FLASH TEST — ALLOW TO FLASH DULL BETWEEN COATS, USUALLY 1-4 MINUTES

6. DRY TIME
Allow to dry 1 hour but not longer than 3 hours before artwork or basecoat application. (Dry time may vary with shop conditions). Follow basecoat directions. A light wash sand, using 500P or 600P grit wet assures proper adhesion.

7. CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).
1. COLOR SANDING

Color Sanding for Flow Coats:
After clear coats have cured overnight (12-24 hours), color sand with 500 grit wet sandpaper. Add a small amount of mild liquid detergent to the water and soak the sandpaper for 15-20 minutes. This prevents sandpaper loading. Sand the entire vehicle flat, leaving no glossy spots. Dry as you go, so soap residue does not bite the fresh paint. After sanding, wipe the vehicle with a clean rag and water. Wipe dry. Use a tack rag to remove lint before recoating. (Chemicals washes at this stage are not recommended).

NOTE: Avoid touching the vehicle with your bare hand, as the oil from your skin may impair flow coats. Final wipe use warm water, if contaminated wash with KC20.

NOTE: When using a tack cloth, open the cloth and let stand for 15-20 minutes to eliminate resin transfer, then form the cloth into a ball and use in that manner.

CAUTION: Do not sand through the clear and ruin all you have done.

Color Sanding for Polishing:
Begin color sanding with wet 1200P grit sandpaper. Block large areas. Avoid color sanding areas that are difficult to polish by machine without risk of burning or tearing the finish. Add a small amount of Ivory® liquid detergent to ease sandpaper loading. Dry as you go. You may continue with 1500P – 2000P grit etc. Many quality polishing products exist for this work. Use proven polishing pads and rubbing/polishing compounds, and a polisher not to exceed 1750 rpm free running speed.

2. FLOW COATS (optional)
Flow coats (or reflow) is the perfectionist method for finishing a topcoat clear. With this method, polishing is not required unless you desire a show quality finish, or to remove minor dirt particles. This method reduces time required to color sand and polish.

Urethane Enamel Reflow Method:
After color sanding, re-clear using 6-10 oz. of extra reducer per mixed quart using UC01 Klear, UC35 Klear, UFC01 Flo-Klear, UFC19 Komply Klear® or UFC35 Flo-Klear (needs less extra reducer). The additional reducer will give you extra flow out. Begin with a medium coat, allow flash time, and then follow with 1 or 2 wet coats. Allow flash time between coats. (For improved hardness the next day, add an additional 1-1.5 oz. of the specified catalyst to this mixture).

Acrylic Lacquer Reflow Method:
After color sanding, apply 1 medium to light coat of SC01 Sunscreen Clear thinned 200%, using a slow dry thinner. Then apply 1 wet coat. The medium/light coat tacks the surface, giving the wet coat that follows something to adhere to. A wet first coat may cause problems. After the wet coat has flashed, thin the clear 300-400% and apply 1 wet coat. Check gun pattern, as this much thinner usually means narrowing the gun pattern. A spray booth with good air movement is necessary for this method.

NOTE: If the shop temperature is below 75°F (or if you are not in a spray booth), DO NOT USE SLOW DRY THINNER. Air movement is critical to remove the thinner during flow coats. Use a fast dry thinner and allow plenty of time between coats to prevent crazing. (Use retarder only in a spray booth with shop temperatures over 75°F).

3. POLISHING

Polishing may be done after 1 to 3 days for urethane enamel finishes and 10 to 14 days for acrylic lacquer finishes. Dry times will vary with weather and shop conditions. For great results use 3M® Superbuff III Wool Pad #05703 with Extra Cut Compound #05936. Clean surface with a 50/50 mix of distilled water and alcohol and repolish any spots you may have missed. Change pad to 3M® foam pad #05725 with Machine Glaze #05937 and buff at 1500 to 1750 rpm.

For the ultimate show finish, color sand with 1200 to 2000 grit sandpaper. Then polish, using a 1500 to 1750 rpm polisher and compounds of your choice. After 60 days, the vehicle may be waxed. We recommend using a quality non-abrasive Carnauba wax.

*3M and the 3M logo are trademarks or registered trademarks of 3M. All other product names mentioned herein are the trademarks of their respective owners.

NOTE: Many other products exist that work excellent with our products for achieving that beautiful long lasting shine. Use what works for you!!
Approximate materials needed for a complete paint job. Quantities may vary from painter to painter and articles to be sprayed, etc. This chart is an approximate only.

### URETHANE ENAMEL FINISH

<table>
<thead>
<tr>
<th>Material Type</th>
<th>Motorcycle (tank &amp; fenders)</th>
<th>Small to Average Auto</th>
<th>Van or Full-Size Truck</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Primer:</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>KP2CF Primer</td>
<td>2 quart Kit</td>
<td>2 gallon Kit</td>
<td>2 gallon Kit</td>
</tr>
<tr>
<td>KD2000 Low VOC Primer</td>
<td>1 quart Kit</td>
<td>1 gallon Kit</td>
<td>1 gallon Kit</td>
</tr>
<tr>
<td><strong>Ground Coat:</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ko-Seal® II **</td>
<td>1 quart</td>
<td>2 quarts</td>
<td>3 quarts</td>
</tr>
<tr>
<td>BC25 Black or BC26 White</td>
<td>1 quart</td>
<td>1 quart</td>
<td>6 quarts</td>
</tr>
</tbody>
</table>

**NOTE:** Neons require BC26 White or KS10 White for Ground Coat

| Material Type          | Motorcycle (tank & fenders) | Small to Average Auto | Van or Full-Size Truck |
|------------------------|----------------------------|                       |                        |
| **Top Coats & Base Coats:** |                            |                       |                        |
| UB04 or UFB04 Jet Set Black ** | 1 quart              | 4 quarts              | 6 - 8 quarts           |
| UB05 or UFB05 Brite White ** | 1 quart              | 4 quarts              | 6 - 8 quarts           |
| UFB06 Kosmos Red **    | 1 quart                   | 4 quarts              | 6 - 8 quarts           |

**NOTE:** UB04, UB05, UFB04, UFB05, and UFB06 DO NOT require a Clear Coat.

**NOTE:** If artwork is planned over Shimrin® Pearl or Metallic Bases, add 1-2 quarts of SG100 Intercoat Clear. See instructions.

| Material Type          | Motorcycle (tank & fenders) | Small to Average Auto | Van or Full-Size Truck |
|------------------------|----------------------------|                       |                        |
| Shimrin® Universal Bases:   |                            |                       |                        |
| Designer Pearls (PBC)   | 1 - 2 quarts              | 6 quarts              | 8 - 10 quarts          |
| Graphic Kolors (SG)     | 1 - 2 quarts              | 6 quarts              | 8 - 10 quarts          |
| Neons (NE)              | 1 - 2 quarts              | 6 quarts              | 8 - 10 quarts          |
| Metallics (BC or FBC)   | 1 - 2 quarts              | 5 - 6 quarts          | 8 quarts               |
| Metajuls™ (MBC)         | 1 - 2 quarts              | 4 - 5 quarts          | 8 quarts               |
| Universal Pearls (PC)   | 1 - 2 quarts              | 6 - 8 quarts          | 8 quarts               |
| Marblizer® (MB)         | 1 quart                   | 2 quarts              | 2 - 3 quarts           |
| Kandy Basecoats (KBC)   | 1 - 2 quarts              | 6 quarts              | 8 - 10 quarts          |
| Kameleon® (KF)          | 1 quart                   | 3 quarts              | 4 quarts               |

**NOTE:** Marblizer® requires a Base Coat. See instructions.

| Material Type          | Motorcycle (tank & fenders) | Small to Average Auto | Van or Full-Size Truck |
|------------------------|----------------------------|                       |                        |
| Kandy:                 |                            |                       |                        |
| Kosmic Kandy (UK) **   | 1 - 2 quarts              | 4 - 6 quarts          | 2 gallons              |
| (optional) Kandy Koncentrate (KK) | 8 oz. of Koncentrate plus 2 quarts clear = 2 quarts Kandy |

**Note:** Kandy Koncentrate requires additional clear. See instructions.

| Material Type          | Motorcycle (tank & fenders) | Small to Average Auto | Van or Full-Size Truck |
|------------------------|----------------------------|                       |                        |
| **Clear Coat:**        |                            |                       |                        |
| UC01 Kosmic Acrylic Urethane Klear ** | 1 - 2 quarts | 3 - 4 quarts | 6 quarts |
| UC35 Kosmic Acrylic Urethane Klear ** | 1 - 2 quarts | 3 - 4 quarts | 6 quarts |
| UFC01 Kosmic Urethane Flo-Klear ** | 1 - 2 quarts | 3 - 4 quarts | 6 quarts |
| UFC19 Urethane Komply Klear® II ** | 1 - 2 quarts | 3 - 4 quarts | 6 quarts |
| UFC35 Kosmic Urethane Flo-Klear ** | 1 - 2 quarts | 3 - 4 quarts | 6 quarts |
| UCC01 Kosmic Acrylic Urethane Kustom Klear ** | 1 - 2 quarts | 3 - 4 quarts | 6 quarts |
| UMC35 Kos-Matte Klear | 1 - 2 quarts | 3 - 4 quarts | 6 quarts |

**Note:** UB04, UB05, UFB04, UFB05, and UFB06 DO NOT require a Clear Coat.

**Note:** If artwork is planned over Shimrin® Pearl or Metallic Bases, add 1-2 quarts of SG100 Intercoat Clear. See instructions.

| Material Type          | Motorcycle (tank & fenders) | Small to Average Auto | Van or Full-Size Truck |
|------------------------|----------------------------|                       |                        |
| **Reducer:**           |                            |                       |                        |
| Kosmic Reducer        | 1 - 2 gallons reducer per 2 gallons of paint |

**Components:**

| Material Type          | Motorcycle (tank & fenders) | Small to Average Auto | Van or Full-Size Truck |
|------------------------|----------------------------|                       |                        |
| Catalyst              |                            | 1 pint per quart of paint (required only with products whose code begins with "U") | (KS Ko-Seal® II requires 1/2 pint per quart) |

**Requires Catalyst**
Approximate materials needed for a complete paint job.
Quantities may vary from painter to painter and articles to be sprayed, etc. This chart is an approximate only.

### ACRYLIC LACQUER FINISH

<table>
<thead>
<tr>
<th>Material Type</th>
<th>Motorcycle (tank &amp; fenders)</th>
<th>Small to Average Auto</th>
<th>Van or Full-Size Truck</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Primer:</strong></td>
<td>KP2CF Primer</td>
<td>2 quart Kit</td>
<td>2 gallon Kit</td>
</tr>
<tr>
<td><strong>Low VOC Primer:</strong></td>
<td>KD2000 Low VOC Primer</td>
<td>1 quart Kit</td>
<td>1 gallon Kit</td>
</tr>
<tr>
<td><strong>Ground Coat:</strong></td>
<td>Ko-Seal® II</td>
<td>1 quart</td>
<td>2 quarts</td>
</tr>
<tr>
<td>(choose one)</td>
<td>BC25 Black or BC26 White</td>
<td>1 quart</td>
<td>1 gallon</td>
</tr>
</tbody>
</table>

**Note:** Neons require BC26 White for Ground Coat.

<table>
<thead>
<tr>
<th>Material Type</th>
<th>Motorcycle (tank &amp; fenders)</th>
<th>Small to Average Auto</th>
<th>Van or Full-Size Truck</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Top Coats &amp; Base Coats</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Designer Pearls (PBC)</td>
<td>1 - 2 quarts</td>
<td>6 - 8 quarts</td>
<td>8 quarts</td>
</tr>
<tr>
<td>Graphic Kolors (SG)</td>
<td>1 - 2 quarts</td>
<td>6 - 8 quarts</td>
<td>8 quarts</td>
</tr>
<tr>
<td>Neons (NE)</td>
<td>1 - 2 quarts</td>
<td>6 - 8 quarts</td>
<td>8 quarts</td>
</tr>
<tr>
<td><strong>Shimrin® Universal Bases:</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Metallics (BC or FBC)</td>
<td>1 - 2 quarts</td>
<td>6 - 8 quarts</td>
<td>8 quarts</td>
</tr>
<tr>
<td>Universal Pearls (PC)</td>
<td>1 - 2 quarts</td>
<td>6 - 8 quarts</td>
<td>8 quarts</td>
</tr>
<tr>
<td>Marblizer® (MB)</td>
<td>1 quart</td>
<td>2 quarts</td>
<td>2 - 3 quarts</td>
</tr>
<tr>
<td>Kandy Basecoats (KBC)</td>
<td>1 - 2 quarts</td>
<td>6 quarts</td>
<td>8 - 10 quarts</td>
</tr>
<tr>
<td>Kameleon® (KF)</td>
<td>1 quart</td>
<td>3 quarts</td>
<td>4 quarts</td>
</tr>
</tbody>
</table>

**Note:** Marblizer® requires a Base Coat. See instructions.

<table>
<thead>
<tr>
<th>Material Type</th>
<th>Motorcycle (tank &amp; fenders)</th>
<th>Small to Average Auto</th>
<th>Van or Full-Size Truck</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Kandy:</strong></td>
<td>Kandy Koncentrate (KK)</td>
<td>8 oz. of Koncentrate plus 2 quarts clear = 2 quarts Kandy</td>
<td></td>
</tr>
</tbody>
</table>

**Note:** Kandy Koncentrate requires additional clear. See instructions.

<table>
<thead>
<tr>
<th>Material Type</th>
<th>Motorcycle (tank &amp; fenders)</th>
<th>Small to Average Auto</th>
<th>Van or Full-Size Truck</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Clear Coat:</strong></td>
<td>SC01 Sunscreen Clear</td>
<td>1 quart</td>
<td>1 gallon</td>
</tr>
</tbody>
</table>

**Note:** If artwork is planned over Shimrin® Pearl or Metallic Bases, add 1-2 quarts of C01 or SC01 Clear.

<table>
<thead>
<tr>
<th>Material Type</th>
<th>Motorcycle (tank &amp; fenders)</th>
<th>Small to Average Auto</th>
<th>Van or Full-Size Truck</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Thinner:</strong></td>
<td>RU101 or RU202 Thinner</td>
<td>2 gallons thinner per each gallon of paint</td>
<td></td>
</tr>
</tbody>
</table>
Custom painting requires a good understanding of the basics. It demands attention to detail and a working knowledge of sound application techniques. The following is a brief description of both a 50% and 75% spray pattern overlap.

**TECH TIPS**

### 50% Overlap
- Measure spray gun pattern width, do not guess.
- Adjust spray gun for pattern consistency.
- Restrict amount of fluid being delivered when using 75% overlap to avoid runs and sags.
- 75% overlap generally used for Pearls and the first 2 to 3 coats of Kandy's.

### 75% Overlap

### APPLICATION TECHNIQUES

#### Spray Pattern Overlap

**URETHANES / POLYURETHANES**

**Flash Between Coats**

The times allowed between coats of Urethanes and Polyurethanes are critical for the success of a custom paint job. Actual times vary depending on temperature, air flow and humidity. One of the safest ways to determine when a finish is ready for the next coat is by the “string” method. This method is as follows:

- Find area on masking tape closest to “wettest” point of sprayed finish.
- Press finger into finish and lift up approximately one inch.
- Look for fine hair-like strings pulling up with finger.
- Continue this process using a different spot each time until finish stops “stringing”.
- Once finish still feels sticky, but does not “string”, it is ready for next coat.
- Do not allow House of Kolor® Urethanes or Polyurethanes to completely dry to touch. If finish completely dries to touch, finish must not be recoated for 12 hours or lifting may occur.

---

Must stop doing this.
TECH TIPS

SANDPAPER GRADING SYSTEMS

When choosing a sandpaper, it is important to remember that sandpapers produce a significantly different scratch pattern based on the different grading systems.

CAMI (Coated Abrasives Manufacturer's Institute) graded sandpaper has long been the standard system of measurement in the automotive refinish industry in America. It is known as having a wider variety of grit.

FEPA graded sandpaper is new from the Federation of European Producers of Abrasives. It is regarded as having a tighter measurement system, with closer tolerances for particle size. The result, as shown in the chart, is that the scratch patterns of FEPA and CAMI differ significantly the higher you go.

Sanding Grit Recommendations

<table>
<thead>
<tr>
<th>Substrate</th>
<th>CAMI Grade</th>
<th>FEPA Grade (P Grit)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bare Metal / Old Finish</td>
<td>Minimum 80 Grit Dry</td>
<td>Minimum 80P Grit Dry</td>
</tr>
</tbody>
</table>

**Ko-Seal® II**

<table>
<thead>
<tr>
<th>Substrate</th>
<th>CAMI Grade</th>
<th>FEPA Grade (P Grit)</th>
</tr>
</thead>
<tbody>
<tr>
<td>KP2CF, KD2000, and Old Finish</td>
<td>240 to 280 Grit Dry 400 to 500 Grit Wet</td>
<td>280P to 320P Grit Dry 600P to 800P Grit Wet</td>
</tr>
</tbody>
</table>

**Shimrin® Base Coats**

<table>
<thead>
<tr>
<th>Substrate</th>
<th>CAMI Grade</th>
<th>FEPA Grade (P Grit)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Ko-Seal® II (after 3 hours) and SG100 Intercoat Clear</strong></td>
<td>280 Grit Dry 500 Grit Wet Maroon Scuff Pad</td>
<td>320P Grit Dry 800P Grit Wet Maroon Scuff Pad</td>
</tr>
</tbody>
</table>

**UC, UFC, Urethane Clear (Flow Coating)**

<table>
<thead>
<tr>
<th>Substrate</th>
<th>CAMI Grade</th>
<th>FEPA Grade (P Grit)</th>
</tr>
</thead>
<tbody>
<tr>
<td>UC, UFC Urethane Clear</td>
<td>280 Grit Dry 500 Grit Wet</td>
<td>320P Grit Dry 800P Grit Wet</td>
</tr>
</tbody>
</table>

**NOTE:** If Ko-Seal® II has cured beyond 24 hours, DO NOT use a Maroon Scuff Pad. It must be sanded and resealed.

To identify the grade sand paper you are working with; FEPA grade will have a “P” either proceeding or following the grit size. CAMI grade will not have the letter “P” on the sand paper.

Examples:  
- FEPA Grade 400P or 400P  
- CAMI Grade 400 (No “P” proceeding or following the grit size)
<table>
<thead>
<tr>
<th>PRODUCT</th>
<th>PACKAGED VOC **</th>
<th>RECOMMENDED MIXING RATIOS (by volume)</th>
<th>FAST REDUCER (RU310) VOC**</th>
<th>SLOW REDUCER (RU312) VOC**</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>lbs./gal.</td>
<td>grams/liter</td>
<td>lbs./gal.</td>
<td>grams/liter</td>
</tr>
<tr>
<td>SHIMRIN® UNIVERSAL BASE COATS</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>BC25 Black Base</td>
<td>5.83</td>
<td>699</td>
<td>2 parts paint / 1 part reducer</td>
<td>6.26</td>
</tr>
<tr>
<td>BC26 White Base</td>
<td>5.45</td>
<td>653</td>
<td>2 parts paint / 1 part reducer</td>
<td>5.99</td>
</tr>
<tr>
<td>BC Glamour Metallic</td>
<td>6.31</td>
<td>756</td>
<td>2 parts paint / 1 part reducer</td>
<td>6.60</td>
</tr>
<tr>
<td>FBC Fine Metallic</td>
<td>6.35</td>
<td>761</td>
<td>2 parts paint / 1 part reducer</td>
<td>6.63</td>
</tr>
<tr>
<td>MBC Metajuls™ Metallic</td>
<td>6.33</td>
<td>758</td>
<td>2 parts paint / 1 part reducer</td>
<td>6.62</td>
</tr>
<tr>
<td>NE Neons</td>
<td>5.19</td>
<td>622</td>
<td>2 parts paint / 1 part reducer</td>
<td>5.80</td>
</tr>
<tr>
<td>PBC Designer Pearls</td>
<td>6.33</td>
<td>758</td>
<td>2 parts paint / 1 part reducer</td>
<td>6.62</td>
</tr>
<tr>
<td>PBC Designer Pearls</td>
<td>6.33</td>
<td>758</td>
<td>1 part paint / 1 part reducer</td>
<td>6.78</td>
</tr>
<tr>
<td>PBC Black Pearls</td>
<td>6.23</td>
<td>747</td>
<td>2 parts paint / 1 part reducer</td>
<td>6.55</td>
</tr>
<tr>
<td>PC Universal Pearls</td>
<td>5.90</td>
<td>708</td>
<td>2 parts paint / 1 part reducer</td>
<td>6.31</td>
</tr>
<tr>
<td>SG Graphic Kolors</td>
<td>5.75</td>
<td>689</td>
<td>2 parts paint / 1 part reducer</td>
<td>6.21</td>
</tr>
<tr>
<td>MB Marblizer®</td>
<td>5.78</td>
<td>693</td>
<td>Ready to Spray</td>
<td>5.78</td>
</tr>
<tr>
<td>KBC Kandy Basecoats</td>
<td>6.39</td>
<td>766</td>
<td>2 parts paint / 1 part reducer</td>
<td>6.66</td>
</tr>
<tr>
<td>KF Kameleon® Kolor</td>
<td>6.38</td>
<td>765</td>
<td>2 parts paint / 1 part reducer</td>
<td>6.66</td>
</tr>
<tr>
<td>MC Kosmic Krome®</td>
<td>7.37</td>
<td>883</td>
<td>Ready to Spray</td>
<td>7.37</td>
</tr>
</tbody>
</table>

KOSMIC KOLOR® URETHANE ENAMEL

<table>
<thead>
<tr>
<th>PRODUCT</th>
<th>PACKAGED VOC **</th>
<th>RECOMMENDED MIXING RATIOS (by volume)</th>
<th>FAST REDUCER (RU310) VOC**</th>
<th>SLOW REDUCER (RU312) VOC**</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>lbs./gal.</td>
<td>grams/liter</td>
<td>lbs./gal.</td>
<td>grams/liter</td>
</tr>
<tr>
<td>UB04 Jet Set Black</td>
<td>4.38</td>
<td>524</td>
<td>2 parts paint / 1 part reducer /1 part KU100</td>
<td>5.02</td>
</tr>
<tr>
<td>UB05 Brite White</td>
<td>4.09</td>
<td>490</td>
<td>2 parts paint / 1 part reducer /1 part KU100</td>
<td>4.87</td>
</tr>
<tr>
<td>UFB04 Jet Set Black</td>
<td>4.48</td>
<td>536</td>
<td>2 parts paint / 1 part reducer /1 part KU100</td>
<td>5.07</td>
</tr>
<tr>
<td>UFB05 Brite White</td>
<td>3.81</td>
<td>457</td>
<td>2 parts paint / 1 part reducer /1 part KU100</td>
<td>4.72</td>
</tr>
<tr>
<td>UFB06 Kosmos Red</td>
<td>4.28</td>
<td>513</td>
<td>2 parts paint / 1 part reducer /1 part KU100</td>
<td>4.96</td>
</tr>
<tr>
<td>UK Kandy</td>
<td>4.88</td>
<td>585</td>
<td>2 parts paint / 1 part reducer /1 part KU100</td>
<td>5.28</td>
</tr>
<tr>
<td>KK Kandy Koncentrates</td>
<td>5.22</td>
<td>626</td>
<td>N/A</td>
<td>5.22</td>
</tr>
<tr>
<td>UC01 Kosmic Acrylic Urethane Klear</td>
<td>4.71</td>
<td>564</td>
<td>2 parts paint / 1 part reducer /1 part KU100</td>
<td>5.19</td>
</tr>
<tr>
<td>UC35 Kosmic Acrylic Urethane Klear</td>
<td>0.63</td>
<td>76</td>
<td>2 parts paint / 1 part reducer /1 part KU150</td>
<td>3.11</td>
</tr>
<tr>
<td>UC35 Kosmic Acrylic Urethane Klear</td>
<td>0.63</td>
<td>76</td>
<td>2 parts paint / 1 part RU300 /1 part KU150</td>
<td>0.45</td>
</tr>
<tr>
<td>UFC01 Kosmic Urethane Flo-Klear</td>
<td>4.15</td>
<td>497</td>
<td>2 parts paint / 1 part reducer /1 part KU100</td>
<td>4.90</td>
</tr>
<tr>
<td>UFC19 Urethane Komply Klear® II</td>
<td>2.41</td>
<td>289</td>
<td>2 parts paint / 1 part reducer /1 part KU150</td>
<td>3.64</td>
</tr>
<tr>
<td>UFC19 Urethane Komply Klear® II</td>
<td>2.41</td>
<td>289</td>
<td>2 parts paint / 1 part RU300 /1 part KU150</td>
<td>1.89</td>
</tr>
<tr>
<td>UFC35 Kosmic Urethane Flo-Klear</td>
<td>0.75</td>
<td>90</td>
<td>2 parts paint / 1 part reducer /1 part KU150</td>
<td>3.09</td>
</tr>
<tr>
<td>UFC35 Kosmic Urethane Flo-Klear</td>
<td>0.75</td>
<td>90</td>
<td>2 parts paint / 1 part reducer /1 part KU150</td>
<td>0.54</td>
</tr>
<tr>
<td>UCC01 Kosmic Acrylic Urethane Kustom Klear</td>
<td>2.76</td>
<td>331</td>
<td>2 parts paint / 1 part RU300 /1 part KU150</td>
<td>3.88</td>
</tr>
<tr>
<td>SG100 Intercoat Clear</td>
<td>5.72</td>
<td>685</td>
<td>2 parts paint / 1 part reducer</td>
<td>6.18</td>
</tr>
<tr>
<td>SG150 Intercoat Pearl &amp; Flake Karrier</td>
<td>5.92</td>
<td>709</td>
<td>2 parts paint / 1 part reducer</td>
<td>6.32</td>
</tr>
<tr>
<td>USG100 Intercoat Barrier</td>
<td>0.02</td>
<td>1.93</td>
<td>3 parts paint / 1 part reducer /1 part KU100</td>
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<td>PRODUCT</td>
<td>PACKAGED VOC **</td>
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<td>FAST REDUCER (RU310) VOC**</td>
<td>SLOW REDUCER (RU312) VOC**</td>
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<td>grams/liter</td>
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<td>C01 Clear</td>
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<td>150% (1 part paint / 1.5 parts thinner)</td>
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<td>SC01 Clear</td>
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<td>PP Pearl Paste</td>
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<td>DRY</td>
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<td>DRY</td>
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<td>KD2000 Direct to Metal Primer</td>
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<td>KP21-B Kwikure Activator</td>
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<td>4 parts paint / 1 part reducer / 1 part RU300</td>
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<td>881</td>
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<td>941</td>
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**NOTE:** VOC reported as coating VOC using Fast Reducer. VOC will vary slightly with Reducer selection. All calculations made assuming PC3T, PC3F, and Dimethyl Ketone are exempt solvents.
**NOTE:** VOC reported as coating VOC using Fast Reducer. VOC will vary slightly with Reducer selection. All calculations made assuming PCBTF and Dimethyl Ketone are exempt solvents.
The South Coast Air Quality Management District (Rule 1151) (www.aqmd.gov) and the San Joaquin Valley Air Quality Management District (Rule 4602 and 4612 Phase II) (www.vallyair.org) have made significant changes to their current rules.

The South Coast Air Quality Management District (Rule 1151) rule goes into effect July 1, 2008. Any product manufactured prior to July 1, 2008, can be used through December 31, 2008. This district consists of the following areas:
- Los Angeles County
- Orange County
- Western San Bernardino County
- Western Riverside County

The San Joaquin Valley Air Quality Management District (Rule 4602 and 4612 Phase II) goes into effect January 1, 2009. This district consists of the following areas:
- San Joaquin County
- Stanislaus County
- Madera County
- Merced County
- Fresno County
- Kings County
- Tulare County
- Western Kern County

If you intend to do your custom paint job in any of the above listed areas after the dates stated, you must only use the products listed and follow the directions as outlined in this manual under California Products and application procedures, Appendix A.
KD2000 Direct to Metal Epoxy Primer was formulated with a hybrid of epoxy and acrylic polymers, which provide excellent adhesion, good corrosion resistance, productive dry times, and ease of sanding. These primers emit very low amounts of Volatile Organic Compounds (VOCs), Hazardous Air Polluting Solvents (HAPS), and contain no isocyanides.

KD2000 may be applied to the existing OEM finish, bare steel, aluminum, fiberglass, and galvanized surfaces. Its tenacious adhesion, hi-build, excellent durability, and water and corrosion resistance make it a logical choice for the basis of a long lasting paint job. KD2000 Epoxy Primer:

- Resists cracking for years and years
- Cures for sanding and finishing in 3 hours at 77 degrees
- Prevents plastic filler staining or bleed through
- Will not stain, shrink, or swell from sand scratches

KD2000 Direct to Metal Epoxy Primer is the first step to a great long lasting custom finish.

IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)

- DO NOT USE ANY ACID BASE PRODUCTS SUCH AS SELF-ETCHING PRIMER, ETC. UNDER THE KD2000 PRIMER. THIS WILL ALMOST CERTAINLY CAUSE AN ADHESION PROBLEM.
- KD2000 PREVENTS BLEED THROUGH OF STAINS BY POLYESTER FILLERS AND GLAZES IF MILLAGE AT LEAST 2 MILS AFTER SANDING. APPROXIMATE BUILD IS 1 MIL PER COAT WITH 10% REDUCTION USING A PRIMER GUN.
- KD2000 IS A HIGH BUILD SANDABLE EPOXY PRIMER AND IT IS NOT RECOMMENDED TO APPLY POLYESTER BODY FILLER OR GLAZING PUTTY OVER THIS PRIMER. YOU MUST APPLY 2 MORE COATS OF KD2000 OVER THE GLAZING PUTTY PRIOR TO TOP COATING.
- IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE AT (800) 844-4130.

SUBSTRATE

- OEM finish
- Body Fillers
- Bare Steel
- Bare aluminum
- Bare fiberglass
- Galvanized surfaces

PREPARATION

Read "TECH PREP" thoroughly before you begin painting. Prepare vehicle using normal methods for urethane finishing. Surface to be primed should be free of wax, grease, rust, etc. Clean with KCA100 prior to sanding. Do not apply KD2000 over uncatalyzed primers. KD2000 may be applied over properly prepared OEM factory primers and finishes, but for maximum adhesion and corrosion protection it is best to apply KD2000 directly to the bare substrate. Ko-Seal® II may be applied over properly prepared previously painted surfaces. See Ko-Seal® II Tech Sheet for application information.

NOTE: PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR BARE METAL AND OLD FINISH SANDING.
NOTE: DO NOT USE ANY ACID BASE PRODUCTS SUCH AS SELF-ETCHING PRIMER, ETC. UNDER THE KD2000 PRIMER. THIS WILL ALMOST CERTAINLY CAUSE AN ADHESION PROBLEM.
NOTE: IF YOU FIND IT NECESSARY TO USE A METAL CONDITIONER TO REMOVE RUST, ETC., BE SURE TO THOROUGHLY CLEAN AND NUTRALIZE THE TREATED AREA FOLLOWING THE CONDITIONER MANUFACTURERS RECOMMENDATIONS, THEN USING OUR KD20 POST SANDING CLEANER WITH A MAROON SCUFF PAD TO INSURE ALL ACID RESIDUE HAS BEEN REMOVED BEFORE PRIMING. IF NOT, THIS WILL ALMOST CERTAINLY CAUSE AN ADHESION PROBLEM.

SANDING THE SUBSTRATE

Striping the old finish
- Minimum 80P grit DA sandpaper

Bare metal
- Minimum 80P grit DA sandpaper

Body fillers
- Minimum 40P grit UNDER the areas being filled with polyester body filler
- 80P grit over the body filler

OEM Finish
- 80P to 180P grit DA Sandpaper

COMPONENTS

- KD2000 (Primer)
- KDA2000 (Activator)
- RU300 Exempt Reducer

MIXING RATIO

KD2000 Epoxy Primer: 4 parts
KDA2000 Activator: 1 part
RU300 Exempt Reducer: Up to 10% (optional)

Aggressively mix KD2000 Primer thoroughly before mixing the two parts together. Add up to 10% RU300 Exempt Reducer for improved sprayability and flow out. A 10% reduction will give approximately 1 mil dry film thickness per coat. Always measure, do not guess. Stir mixed components well to ensure a thorough cure. use a paint shaker for best results. No incubation time is needed.
- Pot life: 2-3 hours at 70°F. Shop conditions can vary pot life.
GUN SET UP
- HVLP Gun = 10 PSI at the cap (Refer to spray gun manufacturer's recommendations)
- Needle/Nozzle = 1.5 to 1.8 (Depending on the size of object being painted)
- Trigger Pull = Full

APPLICATION
Strain mixed primer into gun. Apply 2-3 wet coats with 50% pattern overlap. Apply 2 extra coats over bodywork. Allow flash time between coats (flashes dull).

KD2000 FLASH TEST
- Allow Primer to dry dull before next coat is applied. Usually 5-10 minutes.

NOTE: KD2000 PREVENTS BLEED THROUGH OF STAINS IF MILLAGE IS 2 MILS AFTER SANDING OR ABOVE. APPROXIMATE BUILD IS 1 MIL PER COAT WITH 10% REDUCTION USING A PRIMER GUN

DRY TIME
Allow dry time. We recommend 3-6 hours before sanding and finishing when 3 coats of KD2000 is used at 70°F. Longer dry times are needed if more than 3 coats are applied. KD2000 may also be force dried at 140°F for 45 minutes for faster sanding. After finish sanding, the vehicle is now ready for Ko-Seal® II, followed by base coats and topcoats.

Air Dry: 3-6 hours
Force Dry: 40 minutes @ 140 degrees

FINISH SANDING
Prior to sanding, apply A Guide Coat. During the sanding process, the contrasting color of the guide coat will remain in pits and scratches and become a guide telling you how much sanding is required to smooth the KD2000. Remove the guide coat and a few more sanding strokes and move on. Be careful so you don't expose any polyester filler or glaze. If the primer is less than 2 mils after sanding, bleed through of the polyester filler/glaze is possible.

- Initial Block Sanding (Optional, see info below)
  - 100P to 150P grit dry sandpaper
- Finish Sanding
  - Dry Sandpaper = 280P to 320P grit (CAMI grand = 240 to 280 grit)
  - Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
  - Tight Areas (door jams, etc.) = Maroon scuff pad

Block sand wet or dry. IF POLYESTER FILLER/GLAZE IS EXPOSED, RE-PRIME WITH KD2000 TO PREVENT STAINING. You may dry sand KD2000 with 100 or 150 grit, then re-prime with 2 or 3 more coats of KD2000. KD2000 may also be wet sanded. Then simply seal coat with our Ko-Seal® II and apply topcoats. PLEASE REFER TO SANDING GRIT RECOMMENDATIONS IN THIS MANUAL.

NOTE: Do not use alkyd or synthetic sealers or primers with House of Kolor® products as lifting may occur.

NOTE: To prevent bleeding or discoloration of base coats caused by body fillers, at least 2 mils of primer must remain after sanding. (1 coat equals approximately 1 mil when sprayed with production equipment using 10% reduction).

TOPCOATING
Topcoat with Ko-Seal™II. (See Tech Sheet on Ko-Seal™ II)

CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

TECHNICAL DATA (See Low VOC Data Sheet For Specific Values For Each Product)
- Coatings Category: Primer
- Actual VOC RTS less exempt solvents: 1.37 lbs/gal. (164.4 g/L) max.
- Regulatory VOC RTS less exempt compounds: 2.08 lbs/gal. (250.0 g/L) max.
- Density: 11.81 lbs/gal. (1417.2 g/L) (Max. VOC Color)
- Weight % Volatiles: 40.5%
- Weight % exempt compounds: 28.9%
- Weight % water: 0%

HEALTH AND SAFETY

IMPORTANT The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components, since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition. Follow spray equipment manufacturer's instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
**GENERAL INFORMATION**

Ko-Seal® II is a two component acrylic urethane primer sealer. Sealers are a must in custom finishing and a step that should never be overlooked. Ko-Seal II does 3 important things:

- Act as a bond coat between the substrate and topcoats.
- Act as a holdout agent to prevent topcoats from soaking into the substrate and reducing gloss.
- Make the object to be painted an appropriate color for faster coverage of topcoats.

Can be applied over properly prepared and sanded previously painted OEM surfaces, KD-Series House of Kolor® Primers for proper adhesion of topcoats.

**IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)**

- **KO-SEAL® II CANNOT BE APPLIED OVER BARE METAL SURFACES OF ANY KIND. KO-SEAL® II MUST BE APPLIED OVER SANDED AND CLEAN KD2000 EPOXY PRIMER OR PROPERLY PREPARED AND SANDED PREVIOUSLY PAINTED SURFACES FOR PROPER ADHESION.**
- **DO NOT ATTEMPT TO TOPCOAT KO-SEAL® II EARLIER THAN 1 HOUR AS WRINKLING AND LIFTING CAN OCCUR.**
- **DO NOT ATTEMPT TO TOPCOAT KO-SEAL® II AFTER 2 HOURS AS DELAMINATION OF THE FINISH IS POSSIBLE.**
- **IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE AT (800) 844-4130.**

**SUBSTRATE**

- OEM finish
- KD Epoxy Primers

**PREPARATION**

Read "TECH PREP" thoroughly before you begin painting. Use only House of Kolor®’s KD Epoxy Primers over bare metal substrates or metal substrates with bodywork. See tech sheet for more information on KD Epoxy Primers.

**SANDING THE SUBSTRATE**

- Dry Sandpaper = 280P to 320P grit (CAMI grade = 240 to 280 grit)
- Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
- Tight Areas (door jams, etc.) = Maroon scuff pad

**COMPONENTS**

- Ko-Seal® II
- KU150, KU151 Exempt Catalyst
- RU300 Exempt Urethane Reducer

**MIXING RATIO**

- Ko-Seal® II 4 parts
- KU150 or KU151 Exempt Catalyst 1 part
- RU300 Exempt Reducer 1 part

- Pot life: 1 Hour at 70°F. Shop conditions can vary pot life.

**APPLICATION**

Strain the sealer into the paint gun. Gun distance while spraying should be approximately 5 to 6 inches. Apply 1 or 2 medium wet coats with 50% pattern overlap. Walk long objects. Be sure of thorough coverage. Allow flash time between coats.

**KO-SEAL® II FLASH TEST** - ALLOW TO FLASH DULL BETWEEN COATS. USUALLY 5 TO 10 MINUTES.

**FINISH SANDING**

If Ko-Seal® II cures longer than 2 hours we recommend scuffing with a maroon scuff pad. PLEASE REFER TO SANDING GRIT RECOMMENDATIONS IN THIS MANUAL. (Dry time may vary with weather and shop conditions).

**DRY TIME**

Allow to dry 1 hour but no longer than 2 hours.

**RECOAT**

After 1 hour, top coat the Ko-Seal® II with Shimrin® base coats or when using KS212 as the silver metallic base coat color you may topcoat with UC35 / KK candy mix.
CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

TECHNICAL DATA (See Low VOC Data Sheet For Specific Values For Each Product)
- Coatings Category: Primer
- Actual VOC RTS less exempt solvents: 1.03 lbs./gal. (123.3 g/L) max.
- Regulatory VOC RTS less exempt compounds: 2.08 lbs./gal. (249.0 g/L) max.
- Density: 12.09 lbs./gal. (1451.0 g/L) (Max. VOC Color)
- Weight % Volatiles: 51.4%
- Weight % exempt compounds: 42.9%
- Weight % water: 0%

HEALTH AND SAFETY

IMPORTANT: The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components, since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition. Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
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<th>KS11 OR KS211 BLACK</th>
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GENERAL INFORMATION
Shimrin® Metallic Color Bases (BC & FBC) are universal base coats that may simply be cleared for a final finish, or used as a base coat for Kandys. BC Metallic’s are
a course, highly brilliant, and very clean metallic colors not matched in the industry. The FBC Metallic's are a finer version of the BC’s and produces the old school
look, especially under Kandy's.

IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)
• WITH THE ADDITION OF KV1 KOSMIC KONVERTOR TO HOUSE OF KOLORS SHIMRIN® BASE COATS (SEE TECH SHEET ON KV1 KOSMIC
KONVERTOR), YOU ARE CHANGING THE BASE MATERIAL FROM A NON-CATALYZED PRODUCT TO A CATALYZED BASE COAT, THEREBY
INCREASING THE SOLIDS CONTENT AND LOWERING THE VOC'S.
• SOME CAUTION SHOULD BE USED WHEN PULLING YOUR MASKING TAPE AS TEARING OF THE FINISH IS POSSIBLE.
• IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE
AT (800) 844-4130.

SUBSTRATE
• KO-SEAL® II
• USG100 Intercoat Barrier Klear (artwork only)
• Properly cured top coat clears and OEM finishes (artwork only)

PREPARATION
Read ‘TECH PREP’ thoroughly before you begin painting. Please be aware that Shimrin® bases can be susceptible to staining or bleeding from plastic fillers, putties,
fiberglass resins and some primers. To prevent staining, Please refer to the tech pages on KD epoxy primers.

GROUND COAT
• Sealer (Ko-Seal® II)

VEHICLE MUST BE ONE EVEN COLOR BEFORE APPLICATION OF BASE COAT. Ko-Seal® II Sealers are commonly used and recommended as the ground coat for
BC and FBC Metallic Bases. Use Ko-Seal® II sealer for faster coverage of base coats. When using sealer, allow flash time. See tech sheet for information on
Ko-Seal® II application.

NOTE: Sealer is not a cure-all for poor preparation and does not prevent discoloration or bleeding. The main purpose of the sealer is to increase adhesion of
topcoats, to make the object one color (nearest to the base for faster coverage), and to improve color holdout.

SANDING THE SUBSTRATE
• Ko-Seal® II (see tech page on Ko-Seal® II)
• USG100, Cured Top Coat Clears & OEM Finishes (artwork only)
• Dry Sandpaper = 280P to 320P grit
  (CAM grade = 240 to 280 grit)
• Wet Sandpaper = 400 to 500 grit
  (FEPA grade 600P to 800P grit)
• Maroon scuff pad (difficult to reach areas)

COMPONENTS
• BC, FBC Shimrin® base coat
• KV1 Kosmic Konvertor (See Tech Page On KV1 Kosmic Konvertor)
• KU150 or KU151 Exempt Catalyst

MIXING RATIO
• 2 parts KV1 Kosmic Konvertor (See Tech Page On KV1 Kosmic Konvertor)
• 1 part BC / FBC Metallic Base Coat
• 1 part KU150 or KU151 Exempt Catalyst
• Pot life: 1 Hour at 70°F. Shop conditions can vary pot life.

GUN SET UP
• HVLP Gun = 10 PSI at the cap (Refer to spray gun manufacturer’s recommendations)
• Needle/Nozzle = 1.3 to 1.5 (Depending on the size of object being painted)
• Trigger Pull = 50% to 75%

APPLICATION
After mixing, strain the paint into the paint gun. Gun distance while spraying should be approximately 6 inches. Apply 3-4 MEDIUM coats with 50% pattern overlap.
Walk long objects. Avoid dry spraying, as loss of adhesion is possible. Again, MEDIUM coats work best. Allow flash time between coats.

NOTE: 3 coats of Shimrin® BC or FBC Bases equals 3/4 to 1 mil, of film build. Use caution when pulling your tape, as tearing the finish is possible.
DRY TIME
Allow dry time before Kandy or clear is applied (usually about 60 minutes and not longer than 2 hours). Topcoat within 2 hours or apply USG100 Intercoat Barrier Klear.

FLASH TEST – AT 5 TO 7 MINUTES YOU WILL FEEL THE FINISH TO BE TACKY BUT NOT TRANSFERRING TO YOUR FINGER. DO TEST AT THE TAPE EDGE AS FINGER PRINTING IS POSSIBLE. AT 1 HOUR THE FINISH WILL FEEL DRY TO THE TOUCH. Monitor closely for maximum merging of coats.

ARTWORK & INTERCOAT CLEAR
DO NOT TAPE DIRECTLY ONTO THIS SHIMRIN® BASECOAT. If artwork is planned, apply 1 or 2 medium coats of USG100 Intercoat Barrier Klear. The clear coat will protect the Shimrin® Base from tape marks and allow cleanup of mistapes. PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR FINAL SANDING. INTERCOAT BARRIER KLEAR. See tech sheet for more information on USG100 Intercoat Barrier Klear. NOTE: DO NOT SAND SHIMRIN® METALLIC BASES DIRECTLY. Apply USG100 Intercoat Barrier Klear for base coat protection if sanding is required. If you directly sand the Shimrin® metallic, you must re-base. NOTE: USG100 Intercoat Barrier Klear is designed to protect the base coats for artwork tape-outs and blends only. DO NOT USE USG100 AS A BUILD-UP OR TOPCOAT CLEAR, AS IT IS NOT WEATHER RESISTANT. CAUTION: Shimrin® Base coats do not have any chemical resistance until cleared. Final wash solvents will effect base coats. Use KC20 Post Sanding Cleaner for cleanup.

KANDY COAT (optional)
Shimrin® BC and FBC Bases / KV1 Mix may be Kandied with Urethane enamel. See appropriate tech sheets for Kandy application. For artwork, our Kandy Koncentrates may be mixed with SG150 / KV1 Intercoat Karrier Mix up to 10% to meet the 3.5 lbs/gal VOC rule for Kandy graphics. See KK & SG150 tech sheets for more information.

KLEAR COAT
ALL SHIMRIN® BC AND FBC BASES MUST BE CLEAR-COATED. We recommend that you use House of Kolor® clears for best results. See appropriate tech sheets for more information on clear coat application.

ADDITIONAL INFORMATION
Shimrin® BC and FBC Bases may be intermixed for hundreds of color combinations. BC and FBC Bases may also be mixed with other SHIMRIN®’s, including the Designer Pearls, Neons, and Graphic Kolors. The possibilities are endless. Create your own one-of-a-kind custom finish. Shimrin® Pearl and Metallic Bases may also be added, in small amounts (no more than 25%), directly to the UC35 / KK Kandy mix to ease touch-ups or for additional creative effects. Simply catalyze and mix by volume as usual.

CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

TECHNICAL DATA (See Low VOC Data Sheet For Specific Values For Each Product)

• BC Series
  - Coatings Category: Color Coating
  - Actual VOC RTS less exempt solvents: 1.75 lbs./gal. (209.4 g/L) max.
  - Regulatory VOC RTS less exempt compounds: 3.29 lbs./gal. (395.2 g/L) max.
  - Density: 8.52 lbs./gal. (1022.0 g/L) (Max. VOC Color)
  - Weight % Volatiles: 68.4%
  - Weight % exempt compounds: 47.9%
  - Weight % water: 0%

• FBC Series
  - Coatings Category: Color Coating
  - Actual VOC RTS less exempt solvents: 1.85 lbs./gal. (221.4 g/L) max.
  - Regulatory VOC RTS less exempt compounds: 3.39 lbs./gal. (407.0 g/L) max.
  - Density: 8.63 lbs./gal. (1035.0 g/L) (Max. VOC Color)
  - Weight % Volatiles: 68.8%
  - Weight % exempt compounds: 47.4%
  - Weight % water: 0%

HEALTH AND SAFETY
IMPORTANT The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components, since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition. Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
GENERAL INFORMATION

Shimrin® MBC Metajuls Metallic Bases are our largest size, most brilliant metallic basecoats that feature exceptional sparkle and brightness. Metajuls are available in four unique colors and three flake particle sizes. Pale Gold, Platinum, and Black Diamond are excellent choices for Kandy finishes, while the Prism Effect produces an amazing rainbow effect. (Note: Prism Effect IS NOT recommended for use under Kandy finishes). When used as a basecoat, MBC01 creates bright dazzling Kandy colors, while MBC03 can create dark rich Kandy colors. MBC02 is a medium color used to slightly darken Kandy colors. All three make Kandys with exceptional sparkle in sunlight. They may also be used for a final finish.

When ordering MBC Metajuls Metallic Bases, please use the following codes to specify the particle size and color:

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MBC01FF</td>
<td>Fine Pale Gold</td>
<td>MBC01CF</td>
<td>Coarse Pale Gold</td>
</tr>
<tr>
<td>MBC02FF</td>
<td>Fine Platinum</td>
<td>MBC02CF</td>
<td>Coarse Platinum</td>
</tr>
<tr>
<td>MBC03FF</td>
<td>Fine Black Diamond</td>
<td>MBC03CF</td>
<td>Coarse Black Diamond</td>
</tr>
<tr>
<td>MBC01</td>
<td>Standard Pale Gold</td>
<td>MBC04</td>
<td>Prism Effect</td>
</tr>
</tbody>
</table>

(Prism Effect IS NOT recommended for use under Kandy finishes)

IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)

• WITH THE ADDITION OF KV1 KOSMIC KONVERTOR TO HOUSE OF KOLOR’S SHIMRIN® BASE COATS (SEE TECH SHEET ON KV1 KOSMIC KONVERTOR), YOU ARE CHANGING THE BASE MATERIAL FROM A NON-CATALYZED PRODUCT TO A CATALYZED BASE COAT, THEREBY INCREASING THE SOLIDS CONTENT AND LOWERING THE VOC’S.
• SOME CAUTION SHOULD BE USED WHEN PULLING YOUR MASKING TAPE AS TEARING OF THE FINISH IS POSSIBLE.
• IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE AT (800) 844-4130.

SUBSTRATE

• KO-SEAL® II
• USG100 Intercoat Barrier Klear (artwork only)
• Properly cured top coat clears and OEM finishes (artwork only)

PREPARATION

Read “TECH PREP” thoroughly before you begin painting. Please be aware that Shimrin® bases can be susceptible to staining or bleeding from Polyester fillers, putties, fiberglass resins and some primers. To prevent staining, please refer to the tech pages on KD epoxy primers.

GROUND COAT

• Sealer (KO-Seal® II)
• BC, FBC Shimrin® base coat

MBC’s must have a proper Base to achieve their maximum effect. Our Ko-Seal® II’s work extremely well as a base.

A: MBC01 Pale Gold will work over KS212 Silver Sealer; however for the perfect base sealer: To 24 oz. of mixed KS212 add 1 oz. of KK14 Spanish Gold Intensifier, also a mix of BC01 and BC02 will match the MBC01 for an excellent base.

B: MBC02 Platinum works over KS212 but to closer match the Platinum, add some KS211 Black Sealer. For a beautiful darker Kandy apply 3-4 coats of MBC02 over KS211 or BC25. Try this, apply KS212, let dry one hour. Apply 1-2 coats USG100, let dry 3 to 4. Then do art tapeouts, twotone or blend over sealer base using 1-2 medium coats of BC25 Black or any contrasting base color. Now apply 3-4 coats of MBC02 over both base colors. Allow dry time, lightly wipe with a white or grey scuff pad, air and tack. Then apply the Kandy kolor of your choice; way kool!

C: MBC03 Black Diamond; simply apply 3 coats over KS211 Black Sealer, or BC25 Black will work also. Many other darker base colors also add creativity; try BC10 Pavo Purple as a base under MBC03 and follow with Kandy or simply clear.

D: MBC04 Prism Effect: Apply 3-4 coats over KS212 or BC02. For a darker look, apply over KS211, or BC25. For special effects, try over any of our Shimrin bases or try adding a little KK Koncentrates (5% or less).

NOTE: ALWAYS do a test panel prior to committing to the paint job.

NOTE: Sealer is not a cure-all for poor preparation and does not prevent discoloration or bleeding. The main purpose of the sealer is to increase adhesion of topcoats, to make the object one color (nearest to the base for faster coverage), and to improve color holdout and gloss retention.

SANDING THE SUBSTRATE

• KO-SEAL® II (see tech page on Ko-Seal® II)
• USG100, Cured Top Coat Clears & OEM Finishes (artwork only)
  • Dry Sandpaper = 280P to 320P grit
    (CAMI grade = 240 to 280 grit)
  • Wet Sandpaper = 400 to 500 grit
    (FEPA grade 600P to 800P grit)
• Maroon scuff pad (difficult to reach areas)
COMPONENTS

- MBC Metajuls™ Shimrin® base coat
- KV1 Kosmic Konvertor (See Tech Page On KV1 Kosmic Konvertor)
- KU150 or KU151 Exempt Catalyst

MIXING RATIO

- 2 parts KV1 Kosmic Konvertor (See Tech Page On KV1 Kosmic Konvertor)
- 1 part BC / FBC Metallic Base Coat
- 1 part KU150 or KU151 Exempt Catalyst
- Pot life: 1 Hour at 70°F. Shop conditions can vary pot life.

GUN SET UP

- HVLP Gun = 10 PSI at the cap (Refer to spray gun manufacturer’s recommendations)
- Needle/Nozzle
  - Fine & Medium Metajuls™ = 1.3 to 1.5 (Depending on the size of object being painted)
  - Coarse Metajuls™ = 1.6 to 1.8 (Depending on the size of object being painted)
- Trigger Pull = 50% to 75%

APPLICATION

After mixing, strain the paint into the paint gun. Use a coarse strainer or none at all. Strainers are not used with larger flake. Gun distance while spraying should be approximately 4-6 inches, depending on gun used and gun adjustments. Apply 3-4 MEDIUM coats with 75% pattern overlap. Walk long objects. Avoid dry spraying, as loss of adhesion is possible. Again, MEDIUM coats work best. Allow flash time between coats.

NOTE: 3 coats of Shimrin® MBC Bases equals 3/4 to 1 mil, of film build. Use caution when pulling your tape, as tearing the finish is possible.

DRY TIME

Allow dry time before Kandy or clear is applied (usually about 60 minutes and not longer than 2 hours). Topcoat within 2 hours or apply USG100 Intercoat Barrier Clear.

FLASH TEST - AT 5 TO 7 MINUTES YOU WILL FEEL THE FINISH TO BE TACKY BUT NOT TRANSFERRING TO YOUR FINGER. DO TEST AT THE TAPE EDGE AS FINGER PRINTING IS POSSIBLE. AT 1 HOUR THE FINISH WILL FEEL DRY TO THE TOUCH. Monitor closely for maximum merging of coats.

ARTWORK & INTERCOAT CLEAR (optional)

DO NOT TAPE DIRECTLY ONTO THIS SHIMRIN® BASECOAT. If artwork is planned, apply 1 or 2 medium coats of USG100 Intercoat Barrier Clear. The clear coat will protect the Shimrin® Base from tape marks and allow cleanup of mistapes. PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR FINAL SANDING INTERCOAT Barrier Clear. See tech sheet for more information on USG100 Intercoat Barrier Clear. NOTE: DO NOT SAND SHIMRIN® METALLIC BASES DIRECTLY: Apply USG100 Intercoat Barrier Clear for base coat protection if sanding is required. If you directly sand the Shimrin® metallic, you must re-base. NOTE: USG100 Intercoat Barrier Clear is designed to protect the base coats for artwork tape-outs and blends only. DO NOT USE USG100 AS A BUILD-UP OR TOPCOAT CLEAR, AS IT IS NOT WEATHER RESISTANT. CAUTION: Shimrin® Base coats do not have any chemical resistance until cleared. Final wash solvents will effect base coats. Use KC20 Post Sanding Cleaner for cleanup.

KANDY COAT (optional)

Shimrin® MBC / KV1 Mix may be Kandied with Urethane enamel. See appropriate tech sheets for Kandy application. For artwork, our Kandy Koncentrates may be mixed with SG150 / KV1 Intercoat Clear Mix up to 10% to meet the 3.5 lbs/gal VOC rule for Kandy graphics. See KK & SG150 tech sheets for more information.

KLEAR COAT

ALL SHIMRIN® MBC BASE COATS MUST BE CLEAR-COATED. We recommend that you use House of Kolor® clears for best results. See appropriate tech sheets for more information on clear coat application.

CLEAN UP

Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

TECHNICAL DATA (See Low VOC Data Sheet For Specific Values For Each Product)

- Coatings Category: Color Coating
- Actual VOC RTS less exempt solvents: 1.74 lbs/gal. (209.2 g/L) max.
- Regulatory VOC RTS less exempt compounds: 3.35 lbs/gal. (402.4 g/L) max.
- Density: 8.50 lbs/gal. (1020.0 g/L) (Max. VOC Color)
- Weight % Volatiles: 65.5%
- Weight % exempt compounds: 48%
- Weight % water: 0%

HEALTH AND SAFETY

IMPORTANT The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components, since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition. Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
GENERAL INFORMATION
Shimrin® Designer Pearls (PBC) are universal base coats that may simply be cleared for a final finish, or used as a base coat for Kandys or other Pearls.

IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)
• WITH THE ADDITION OF KV1 KOSMIC KONVERTOR TO HOUSE OF KOLORS SHIMRIN® BASE COATS (SEE TECH SHEET ON KV1 KOSMIC KONVERTOR), YOU ARE CHANGING THE BASE MATERIAL FROM A NON-CATALYZED PRODUCT TO A CATALYZED BASE COAT, THEREBY INCREASING THE SOLIDS CONTENT AND LOWERING THE VOC’S.
• SOME CAUTION SHOULD BE USED WHEN PULLING YOUR MASKING TAPE AS TEARING OF THE FINISH IS POSSIBLE.
• IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE AT (800) 844-4130.

SUBSTRATE
• KO-SEAL® II
• USG100 Intercoat Barrier Klear (artwork only)
• Properly cured top coat clears and OEM finishes (artwork only)

PREPARATION
Read "TECH PREP" thoroughly before you begin painting. Please be aware that Shimrin® bases can be susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, please refer to the tech pages on KD epoxy primers.

GROUND COAT
• Sealer (Ko-Seal® II)
• SHIMRIN® Solid Color Bases (BC25, BC26, SG, NE)

VEHICLE MUST BE ONE EVEN COLOR BEFORE APPLICATION OF PEARL BASE COAT. Use BC26, KS210 as a ground coat for white or light colored pearls (as shown on our Kustom Koatings color card). The color of the ground coat will vary the final pearl color. This is an excellent place for creativity. You may also use any of our Kosmic Kolor® SHIMRIN® Bases, Graphic Kolors or Neons, for the ground coat. Follow Tech Manual instructions. Allow flash time on each coat of ground color.

NOTE: House of Kolor® sealers may also be used as a ground coat.
NOTE: Sealer is not a cure-all for poor preparation and does not prevent discoloration or bleeding. The main purpose of the sealer is to increase adhesion of topcoats, to make the object one color (nearest to the base for faster coverage), and to improve color holdout.

SANDING THE SUBSTRATE
• Ko-Seal® II (see tech page on Ko-Seal® II)
• USG100, Cured Top Coat Clears & OEM Finishes (artwork only)
  • Dry Sandpaper = 280P to 320P grit (CAM grade = 240 to 280 grit)
  • Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
  • Maroon scuff pad (difficult to reach areas)

COMPONENTS
• PBC Shimrin® base coat
• KV1 Kosmic Konverter (See Tech Page On KV1 Kosmic Konverter)
• KU150 or KU151 Exempt Catalyst

MIXING RATIO
• 2 parts KV1 Kosmic Konverter (See Tech Page On KV1 Kosmic Konverter)
• 1 part PBC Designer Pearl Base Coat
• 1 part KU150 or KU151 Exempt Catalyst

• Pot life: 1 Hour at 70°F. Shop conditions can vary pot life.

NOTE: Even though SHIMRIN® Designer Pearls are the easiest to apply, equipment, spray technique and air pressure can affect the pearl distribution. A full trigger pull is normally not recommended. Leave the fan wide but reduce the material sprayed with the spray gun’s trigger restrictor or material control knob.

GUN SET UP
• HVLP Gun = 10 PSI at the cap (Refer to spray gun manufacturer’s recommendations)
• Needle/Nozzle = 1.3 to 1.5 (Depending on the size of object being painted)
• Trigger Pull = 50% to 75%

APPLICATION
Strain the paint into the paint gun. Gun distance while spraying should be approximately 6 inches. Apply 3-4 medium coats with 75% pattern overlap to achieve coverage, color and effect. Walk long objects. Avoid dry spraying, as loss of adhesion or mottling is possible with pearls. Again, medium coats work best. Allow flash time between coats.
DRY TIME
Allow dry time before Kandy or clear is applied (usually about 60 minutes and not longer than 2 hours). Topcoat within 2 hours or apply USG100 Intercoat Barrier Clear.

FLASH TEST
- At 5 to 7 minutes you will feel the finish to be tacky but not transferring to your finger. Do test at the tape edge as finger printing is possible. At 1 hour the finish will feel dry to the touch.
Monitor closely for maximum merging of coats.

ARTWORK & INTERCOAT CLEAR (optional)
DO NOT TAPE DIRECTLY ONTO THIS SHIMRIN® BASECOAT. If artwork is planned, apply 1 or 2 medium coats of USG100 Intercoat Barrier Clear. The clear coat will protect the Shimrin® Base from tape marks and allow cleanup of mistapes. PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR FINAL SANDING INTERCOAT BARRIER CLEAR. See tech sheet for more information on USG100 Intercoat Barrier Clear. NOTE: DO NOT SAND SHIMRIN® PEARL BASES DIRECTLY. Apply USG100 Intercoat Barrier Clear for base coat protection if sanding is required. If you directly sand the Shimrin® Pearl, you must re-base. NOTE: USG100 Intercoat Barrier Clear is designed to protect the base coats for artwork tape-outs and blends only. DO NOT USE USG100 AS A BUILD-UP OR TOPCOAT CLEAR, AS IT IS NOT WEATHER RESISTANT. CAUTION: Shimrin® Base coats do not have any chemical resistance until cleared. Final wash solvents will effect base coats. Use KC20 Post Sanding Cleaner for cleanup.

KANDY COAT (optional)
Shimrin® PBC Bases / KV1 Mix may be Kandied with Urethane enamel. See appropriate tech sheets for Kandy application. For artwork, our Kandy Koncentrates may be mixed with SG150 / KV1 Intercoat Karrier Mix up to 10% to meet the 3.5 lbs/gal VOC rule for Kandy graphics. See KK & SG150 tech sheets for more information.

KLEAR COAT
ALL SHIMRIN® PBC BASE COATS MUST BE CLEAR-COATED. We recommend that you use House of Kolor® clears for best results. See appropriate tech sheets for more information on clear coat application.

ADDITIONAL INFORMATION
Shimrin® PBC Bases may be intermixed for hundreds of color combinations. PBC Bases may also be mixed with other SHIMRIN®s, including the BC, FBC, Neons, and Graphic Kolors. The possibilities are endless. Create your own one-of-a-kind custom finish. Shimrin® Pearl and Metallic Bases may also be added, in small amounts (no more than 25%), directly to the UC35 / KK Kandy mix to ease touch-ups or for additional creative effects. Simply catalyze and mix by volume as usual.

CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

TECHNICAL DATA (See Low VOC Data Sheet For Specific Values For Each Product)
- Coatings Category: Color Coating
- Actual VOC RTS less exempt solvents: 1.75 lbs./gal. (209.7 g/L) max.
- Regulatory VOC RTS less exempt compounds: 3.37 lbs./gal. (403.9 g/L) max.
- Density: 8.53 lbs./gal. (1023.0 g/L) (Max. VOC Color)
- Weight % Volatiles: 68.5%
- Weight % exempt compounds: 48%
- Weight % water: 0%

HEALTH AND SAFETY
IMPORTANT The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components; since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition. Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
GENERAL INFORMATION

SHIMRIN® Neons (NE) are universal base coats that are stunningly bright and beautiful. They offer eye grabbing brightness and can be used where longevity of the color is not an issue. They were designed for race cars and graphics. Neons should not be used on vehicles intended to be driven on a daily bases.

IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)

• WITH THE ADDITION OF KV1 KOSMIC KONVERTER TO HOUSE OF KOLORS SHIMRIN BASE COATS (SEE TECH SHEET ON KV1 KOSMIC KONVERTER), YOU ARE CHANGING THE BASE MATERIAL FROM A NON-CATALYSED PRODUCT TO A CATALYSED BASE COAT, THEREBY INCREASING THE SOLIDS CONTENT AND LOWERING THE VOC's.
• SOME CAUTION SHOULD BE USED WHEN PULLING YOUR MASKING TAPE AS TEARING OF THE FINISH IS POSSIBLE.
• USE WITH DISCRETION! Neons have limited colorfastness in the sun. Neons are not recommended for overall refinishing or where long life is a requirement. Neons are designed for high visual impact on racecars, boats, cycles, etc., where colorfastness is not the priority, but eye-grabbing brightness is.
• FOR EXTENDED LIFE, COVER OR SHIELD THE NEONS FROM THE SUN WHENEVER POSSIBLE. AVOID CONSTANT DAY TO DAY SUN EXPOSURE.
• NEONS ARE NOT DESIGNED TO BE USED ON VEHICLES YOU INTEND TO DRIVE DAILY.
• DO NOT USE OTHER COMPANYS CLEAR COATS OVER HOUSE OF KOLORS NEONS. Premature fading of the Neon will almost be a certainty.
• IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE AT (800) 844-4130.

SUBSTRATE

• KS210 White Ko-Seal® II
• BC26 White Base
• USG100 Intercoat Barrier Clear (artwork only)

PREPARATION

Read 'TECH PREP' thoroughly before you begin painting. SHIMRIN® Neons are susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, strip bare (or to OEM primer) and prime with our KD2000 Direct To Metal Epoxy Primer. See tech sheets for more information on KD Primers.

GROUND COAT

• KS210 White Ko-Seal® II
• BC26 White Base

UNIFORM COVERAGE OF SEALER IS REQUIRED BEFORE APPLICATION OF BASE COAT. We recommend using Ko-Seal® II KS210 White under the Neons. Allow flash time on sealer. See tech sheets for more information on Ko-Seal® II and primers.

NOTE: Sealer is not a cure-all for poor preparation and does not prevent discoloration or bleeding

WHITE BASE COAT BC26 OR WHITE KO-SEAL® II KS210

Use our SHIMRIN® BC26 White Base Coat or, Ko-Seal® II KS210 as a base coat for all Neons. This will give the Neons maximum brightness. Apply 2-3 medium coats of BC26 or KS210 with 50% pattern overlap. Allow flash time between coats. Maintain thorough coverage.

NOTE: An OEM white or jelcoat may also be sanded with 400-500 grit wet and used as a base for Neons. Do individual testing to be sure of compatibility.

NOTE: Do not apply over other companies' paint products. Lifting or splitting may occur when Neon is applied over other companies' bases. Neons need a white base for brightness, but other base colors can be used for special effects.

NOTE: Life of the Neons can be greatly increased by tinting the white base with a Neon or SG Graphic Kolor to make a pastel base close to the Neon topcoat color (try mixing 50% BC26 and 50% Neon). Do individual testing as some brilliance may be lost.

SANDING THE SUBSTRATE

• Ko-Seal® II (see tech page on Ko-Seal® II)
• USG100, Cured Top Coat Clears & OEM Finishes (artwork only))
• Dry Sandpaper = 280P to 320P grit (CAMI grand = 240 to 280 grit)
• Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
• Maroon scuff pad

COMPONENTS

• Neon Shimrin® base coat
• KV1 Kosmic Konvertor (See Tech Page On KV1 Kosmic Konvertor)
• KU150 or KU151 Exempt Catalyst

MIXING RATIO

• 2 parts KV1 Kosmic Konvertor (See Tech Page On KV1 Kosmic Konvertor)
• 1 part NE Neon Shimrin® Base
• 1 part KU150 or KU151 Exempt Catalyst

• Pot Life: 1 Hour at 70 degrees. Shop conditions can very put life
MIXING RATIO (continued)
Shake or stir Neon well. Mix components. Some painters add SG100 to the Neons for extra control. Maximum recommended addition of SG100 is 25% by volume.

NOTE: Some painters add small amounts (usually 1 to 2%) of BC26 to beginning coats to eliminate streaks and blotches. Also, the life of the Neons will improve by mixing the BC26 base with one of our Neons or Shimrin Graphic Kolors (use a color closest to the Neon color - 50% BC26 to 50% Neon).

NOTE: Neons may be intermixed for additional neon colors. Do individual testing.

GUN SET UP
• HVLP Gun = 10 PSI at the cap (Refer to spray gun manufacturer's recommendations)
• Needle/Nozzle = 1.0 to 1.3 (Depending on the size of object being painted)
• Trigger Pull = 50% to 75%

APPLICATION
Strain the paint into the paint gun. Gun distance while spraying should be approximately 6 inches or less. Apply 3-4 medium coats with 75% pattern overlap. Walk long objects. Allow flash time between coats. Do not spray with a full trigger pull as this may cause blotching. Leave fan wide. Spray close, helps prevent blotching.

NOTE: When using NE502 Pink or NE511 Rose, if color is sprayed on too heavy or applied with too many coats, it can start to turn orange. Bring color on more slowly when using these colors and restrict trigger pull.

NOTE: Too much Neon will diminish the base, thus changing the tone and brightness of the Neon. If the base is squelched from too many coats of Neon, add BC26 to the Neon and recast; then finish with pure mixed Neon. This is particularly prone to happen with NE502 Pink and NE511 Rose, but can occur with other Neons as well. Restrict material control on the gun, not the fan, work within 6-inch gun distance; pattern 5 to 6 inches with 75% pattern overlap. Apply 3 to 4 coats. Pay attention to the color building.

NOTE: 3 coats of Neon equals ¾ to 1 mil. Use caution when pulling your tape as tarring the finish is possible.

DRY TIME
Allow dry time before clear is applied (usually about 60 minutes and not longer than 2 hours). Topcoat within 2 hours or apply USG100 Intercoat Barrier Klear.

FLASH TEST - AT 5 TO 7 MINUTES YOU WILL FEEL THE FINISH TO BE TACKY BUT NOT TRANSFERRING TO YOUR FINGER. DO TEST AT THE TAPE EDGE AS FINGER PRINTING IS POSSIBLE. AT 1 HOUR THE FINISH WILL FEEL DRY TO THE TOUCH. Monitor closely for maximum merging of coats.

ARTWORK & INTERCOAT CLEAR (optional)
DO NOT TAPE DIRECTLY ONTO THIS SHIMRIN BASECOAT. If artwork is planned, apply 1 or 2 medium coats of USG100 Intercoat Barrier Clear. The clear coat will protect the Shimrin Base from tape marks and allow cleanup of mistapes.

PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR FINAL SANDING INTERCOAT CLEAR. See tech sheet for more information on USG100 Intercoat Barrier Clear. NOTE: DO NOT SAND SHIMRIN NEONS BASES DIRECTLY. Apply USG100 Intercoat Barrier Clear for base coat protection if sanding is required. If you directly sand the Shimrin Neon, you must re-base. NOTE: USG100 Intercoat Barrier Clear is designed to protect the base coats for artwork tape-outs and blends only. DO NOT USE USG100 AS A BUILD-UP OR TOPCOAT CLEAR, AS IT IS NOT WEATHER RESISTANT. CAUTION: Shimrin Base coats do not have any chemical resistance until cleared. Final wash solvents will effect base coats. Use KC20 Post Sanding Cleaner for cleanup.

KLEAR COAT
ALL SHIMRIN BASES MUST BE CLEAR-COOATED. We recommend that you use House of Kolor clears for best results. See appropriate tech sheets for more information on clear coat application.

CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

TECHNICAL DATA (See Low VOC Data Sheet For Specific Values For Each Product)
• Coatings Category: Color Coating
• Actual VOC RTS less exempt solvents: 1.46 lbs./gal. (174.7 g/L) max.
• Regulatory VOC RTS less exempt compounds: 2.8 lbs./gal. (336.0 g/L) max.
• Density: 8.64 lbs./gal. (1037 g/L) (Max. VOC Color)
• Weight % Volatiles: 64.1%
• Weight % exempt compounds: 47.3%
• Weight % water: 0%

HEALTH AND SAFETY

IMPORTANT The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components; since the mixture will have the hazards of all its parts. Improper spray technique may result in the hazardous condition. Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
GENERAL INFORMATION
Shimrin® SG Graphic Kolors and Shimrin® BC25 and BC26 Solid Colors are universal base coats that may simply be cleared for a final finish, or used as a base coat for KBC Base Coat Kandys or Pearls.

IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)
- WITH THE ADDITION OF KV1 KOSMIC KONVERTOR TO HOUSE OF KOLORS SHIMRIN® BASE COATS (SEE TECH SHEET ON KV1 KOSMIC KONVERTOR), YOU ARE CHANGING THE BASE MATERIAL FROM A NON-CATALYZED PRODUCT TO A CATALYZED BASE COAT, THEREBY INCREASING THE SOLIDS CONTENT AND LOWERING THE VOC’S.
- SOME CAUTION SHOULD BE USED WHEN PULLING YOUR MASKING TAPE AS TEARING OF THE FINISH IS POSSIBLE.
- IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE AT (800) 844-4130.

SUBSTRATE
- KO-SEAL® II
- USG100 Intercoat Barrier Klear (artwork only)
- Properly cured top coat clears and OEM finishes (artwork only)

PREPARATION
Read TECH PREP™ thoroughly before you begin painting. Please be aware that Shimrin® bases can be susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, please refer to the tech pages on KD epoxy primers.

GROUND COAT
- Sealer (Ko-Seal® II)

VEHICLE MUST BE ONE EVEN COLOR BEFORE APPLICATION OF SG / BC BASE COAT. Use KS210 as a ground coat for SG or BC26, Use KS211 as a ground coat under BC25 Black. Follow Tech Manual instructions. Allow flash time on each coat of ground color.

NOTE: Sealer is not a cure-all for poor preparation and does not prevent discoloration or bleeding. The main purpose of the sealer is to increase adhesion of topcoats, to make the object one color (nearest to the base for faster coverage), and to improve color holdout.

SANDING THE SUBSTRATE
- Ko-Seal® II (see tech page on Ko-Seal® II)
- USG100, Cured Top Coat Clears & OEM Finishes (artwork only)
  - Dry Sandpaper = 280P to 320P grit (CAMI grade = 240 to 280 grit)
  - Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
  - Maroon scuff pad (difficult to reach areas)

COMPONENTS
- SG / BC Shimrin® Base Coat
- KV1 Kosmic Konvertor (See Tech Page On KV1 Kosmic Konvertor)
- KU150 or KU151 Exempt Catalyst

MIXING RATIO
- 2 parts KV1 Kosmic Konvertor (See Tech Page On KV1 Kosmic Konvertor)
- 1 part SG / BC Shimrin® Base Coat
- 1 part KU150 or KU151 Exempt Catalyst

• Pot life: 1 Hour at 70°F. Shop conditions can vary pot life.

GUN SET UP
- HVLP Gun = 10 PSI at the cap (Refer to spray gun manufacturer’s recommendations)
- Needle/Nozzle = 1.3 to 1.5 (Depending on the size of object being painted)
- Trigger Pull = 50% to 75%

APPLICATION
After mixing, strain the paint into the paint gun. Gun distance while spraying should be approximately 6 inches. Apply 3-4 MEDIUM coats with 50% pattern overlap. Walk long objects. Avoid dry spraying, as loss of adhesion is possible. Again, MEDIUM coats work best. Allow flash time between coats.

NOTE: 3 coats of Shimrin® SG or BC Bases equals 3/4 to 1 mil, of film build. Use caution when pulling your tape, as tearing the finish is possible.

DRY TIME
Allow dry time before Kandy or clear is applied (usually about 60 minutes and not longer than 2 hours). Topcoat within 2 hours or apply USG100 Intercoat Barrier Klear.

FLASH TEST – AT 5 TO 7 MINUTES YOU WILL FEEL THE FINISH TO BE TACKY BUT NOT TRANSFERRING TO YOUR FINGER. DO TEST AT THE TAPE EDGE AS FINGER PRINTING IS POSSIBLE. AT 1 HOUR THE FINISH WILL FEEL DRY TO THE TOUCH.

Monitor closely for maximum merging of coats.
**ARTWORK & INTERCOAT CLEAR (optional)**
DO NOT TAPE DIRECTLY ONTO THIS SHIMRIN® BASECOAT. If artwork is planned, apply 1 or 2 medium coats of USG100 Intercoat Barrier Clear. The clear coat will protect the Shimrin® Base from tape marks and allow cleanup of mistapes. PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR FINAL SANDING INTERCOAT BARRIER CLEAR. See tech sheet for more information on USG100 Intercoat Barrier Clear. NOTE: DO NOT SAND SHIMRIN® BASES DIRECTLY. Apply USG100 Intercoat Barrier Clear for base coat protection if sanding is required. If you directly sand the Shimrin, you must re-base. NOTE USG100 Intercoat Barrier Clear is designed to protect the base coats for artwork tape-outs and blends only. DO NOT USE USG100 AS A BUILD-UP OR TOPCOAT CLEAR, AS IT IS NOT WEATHER RESISTANT. CAUTION: Shimrin® Base coats do not have any chemical resistance until cleared. Final wash solvents will effect base coats. Use KC20 Post Sanding Cleaner for cleanup.

**CLEAR COAT**
ALL SHIMRIN® SG AND BC BASES MUST BE CLEAR-COATED. We recommend that you use House of Kolor® clears for best results. See appropriate tech sheets for more information on clear coat application.

**ADDITIONAL INFORMATION**
Shimrin® SG and BC Bases may be intermixed for hundreds of color combinations. SG Bases may also be mixed with other SG Bases. The possibilities are endless. Create your own one-of-a-kind custom finish.

**CLEAN UP**
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

**TECHNICAL DATA (See Low VOC Data Sheet For Specific Values For Each Product)**
- Coatings Category: Color Coating
- Actual VOC RTS less exempt solvents: 1.61 lbs./gal. (193.3 g/L) max.
- Regulatory VOC RTS less exempt compounds: 3.11 lbs./gal. (373.0 g/L) max.
- Density: 8.53 lbs./gal. (1023.0 g/L) (Max. VOC Color)
- Weight % Volatiles: 66.9%
- Weight % exempt compounds: 48%
- Weight % water: 0%

**HEALTH AND SAFETY**

**IMPORTANT** The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components, since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition. Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
GENERAL INFORMATION

Kandy Base Coats are a mixture of Kandy and select Pearls into a SHIMRIN® Universal Base Coat that mimics a Kandy finish. They feature low build, fewer coats, are easy to apply, and touch ups are easier than ever. Available in the same great 20 colors as our regular Kandys.

IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)

• WITH THE ADDITION OF KV1 KOSMIC KONVERTOR TO HOUSE OF KOLORS SHIMRIN BASE COATS (SEE TECH SHEET ON KV1 KOSMIC KONVERTOR), YOU ARE CHANGING THE BASE MATERIAL FROM A NON-CATALYZED PRODUCT TO A CATALYZED BASE COAT, THEREBY INCREASING THE SOLIDS CONTENT AND LOWERING THE VOC’S.

• SOME CAUTION SHOULD BE USED WHEN PULLING YOUR MASKING TAPE AS TEARING OF THE FINISH IS POSSIBLE.

• The following KBC’s have a tendency to bleed through art work applied over them. Always use our USG100 Intercoat Barrier Klear before any artwork is applied. See tech sheet for more information on Intercoat Barrier Klear. A catalyzed clear coat will NOT always prevent their tendency to bleed. Multiple applications of Klear may be required. (2 or more) and careful monitoring of dry times reduces pigment migration into the klear coats.

• The KBC colors that are considered heavy bleeders are: KBC03, KBC05, KBC06, KBC10, and KBC13.

• KBC18 Kandy Basecoat Pink has limited light fastness and should only be used on projects that have limited exposure to sunlight. Use with discretion. KBC18 is recommended for show vehicles only.

• IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE AT (800) 844-4130.

SUBSTRATE

• Ko-Seal® II
• All Shimrin® Base Coats
• Properly cured top coat clears and OEM finishes (artwork only)

PREPARATION

Read “TECH PREP” thoroughly before you begin painting. Please be aware that Shimrin® bases can be susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, Please refer to the tech pages on KD epoxy primers.

NOTE: Many KBC’s are bleeders. Therefore, you must apply 2 coats of UC35 Clear, UFC35 Kosmic Klear® or UFC19 and allow to dry for 24 hours. You can also use USG100 Barrier Klear and allow to dry for 4 hours. Wet sand (PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR URETHANE CLEARS).

GROUND COAT

• Sealer (Ko-Seal® II)
• Shimrin® Base Coats

VEHICLE MUST BE ONE EVEN COLOR BEFORE APPLICATION OF BASE COAT. Ko-Seal® II Sealers are commonly used and recommended as the ground coat for KBC Base coat Kandy’s. Use Ko-Seal® II sealer for faster coverage of base coats. When using sealer, allow flash time. See tech sheet for information on Ko-Seal® II application.

Use KS210, KS211 or KS212 Sealers, BC25 Black, BC26 White, or any of our prescribed SHIMRIN® bases as shown in our color book as a base color. The color of this base coat will vary the final Kandy color. Lighter bases may show blotching. Follow label instructions. Allow flash time on each coat of color. Don’t use a full trigger pull, adjust your gun to a 5” or 6” pattern, 5” to 6” from the object, and apply using a 75% pattern overlap.

NOTE: Sealer is not a cure-all for poor preparation and does not prevent discoloration or bleeding. The main purpose of the sealer is to increase adhesion of topcoats, to make the object one color (nearest to the base for faster coverage), and to improve color holdout.

SANDING THE SUBSTRATE

• KO-SEAL® II (see tech page on Ko-Seal® II)
• USG100, Cured Top Coat Clears & OEM Finishes (artwork only)
  • Dry Sandpaper = 280P to 320P grit
    (CAMI grade = 240 to 280 grit)
  • Wet Sandpaper = 400 to 500 grit
    (FEPA grade 600P to 800P grit)
  • Maroon scuff pad (difficult to reach areas)

COMPONENTS

• KBC Shimrin® Kandy base coat
• KV1 Kosmic Konvertor (See Tech Page On KV1 Kosmic Konvertor)
• KU150 or KU151 Exempt Catalyst

MIXING RATIO

• 2 parts KV1 Kosmic Konvertor (See Tech Page On KV1 Kosmic Konvertor)
• 1 part KBC Kandy Base Coat
• 1 part KU150 or KU151 Exempt Catalyst

• Pot life: 1 Hour at 70°F. Shop conditions can vary pot life.
GUN SET UP
• HVLP Gun = 10 PSI at the cap (Refer to spray gun manufacturer’s recommendations)
• Needle/Nozzle = 1.3 to 1.5 (Depending on the size of object being painted)
• Trigger Pull = 50% to 75%

APPLICATION
After mixing, strain the paint into the paint gun. Gun distance while spraying should be approximately 6 inches. Apply 3-4 MEDIUM coats with 75% pattern overlap. Walk long objects. Avoid dry spraying, as loss of adhesion is possible. Again, MEDIUM coats work best. Allow flash time between coats.
NOTE: 3 coats of Shimrin® KBC Bases equals 3/4 to 1 mil of film build. Use caution when pulling your tape, as tarring the finish is possible.

DRY TIME
Allow dry time before Kandy or clear is applied (usually about 60 minutes and not longer than 2 hours). Topcoat within 2 hours or apply USG100 Intercoat Barrier Klear.
FLASH TEST - AT 5 TO 7 MINUTES YOU WILL FEEL THE FINISH TO BE TACKY BUT NOT TRANSFERRING TO YOUR FINGER. DO TEST AT THE TAPE EDGE AS FINGER PRINTING IS POSSIBLE. AT 1 HOUR THE FINISH WILL FEEL DRY TO THE TOUCH. Monitor closely for maximum merging of coats.

ARTWORK & INTERCOAT CLEAR (optional)
DO NOT TAPE DIRECTLY ONTO THESE SHIMRIN® BASECOATS. If artwork is planned, apply 1 or 2 medium coats of USG100 Intercoat Barrier Klear. The clear coat will protect the Shimrin® Base from tape marks and allow cleanup of mistapes. PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR FINAL SANDING INTERCOAT BARRIER KLEAR. See tech sheet for more information on USG100 Intercoat Barrier Klear. NOTE: DO NOT SAND Shimrin® KANDY BASES DIRECTLY. Apply USG100 Intercoat Barrier Klear for base coat protection if sanding is required. If you directly sand the Shimrin® kandy, you must re-base. NOTE: USG100 Intercoat Barrier Klear is designed to protect the base coats for artwork tape-outs and blends only. DO NOT USE USG100 AS A BUILD-UP OR TOPCOAT CLEAR, AS IT IS NOT WEATHER RESISTANT. CAUTION: Shimrin® Base coats do not have any chemical resistance until cleared. Final wash solvents will effect base coats. Use KC20 Post Sanding Cleaner for cleanup.

KLEAR COAT
ALL SHIMRIN® KBC BASE COATS MUST BE CLEAR-COATED. We recommend that you use House of Kolor® clears for best results. See appropriate tech sheets for more information on clear coat application.

ADDITIONAL INFORMATION
Shimrin® KBC Bases may be intermixed for hundreds of color combinations. KBC Bases may also be mixed with other Shimrin’s®, including the Designer Pearls, Neons, and Graphic Kolors. The possibilities are endless. Create your own one-of-a-kind custom finish.

CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

TECHNICAL DATA (See Low VOC Data Sheet For Specific Values For Each Product)
• Coatings Category: Color Coating
• Actual VOC RTS less exempt solvents: 1.75 lbs./gal. (209.7 g/L) max.
• Regulatory VOC RTS less exempt compounds: 3.38 lbs./gal. (406 g/L) max.
• Density: 8.48 lbs./gal. (1018 g/L) (Max. VOC Color)
• Weight % Volatiles: 68.8%
• Weight % exempt compounds: 48.2%
• Weight % water: 0%

HEALTH AND SAFETY

IMPORTANT The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components, since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition. Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
GENERAL INFORMATION
Kameleon® Kolor is a revolutionary new base coat that actually changes color depending on the angle from which it is viewed. Kameleon® Kolor undergoes broad color changes, for example, from a medium green to a deep purple or from a bright gold to a luminous silver. The Kameleon® Kolor base coat can appear to be different colors to people viewing the exact same area of the car from different angles. Rounded, curved surfaces and sharp angles will highlight the uniqueness of Kameleon® Kolor. Kameleon® Kolor base coats are as easy to apply as our Shimrin® Designer Pearl base coats. Application procedures can vary the appearance of the Kameleon® Kolor base coats to give novel color effects. Kameleon® Kolor base coats must be top coated with our urethane clears.

IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)
- WITH THE ADDITION OF KV1 Kosmic Konvertor to House of Kolors Shimrin® Base Coats (See Tech Sheet on KV1 Kosmic Konvertor), you are changing the base material from a non-catalyzed product to a catalyzed base coat, thereby increasing the solids content and lowering the VOC’s.
- SOME CAUTION SHOULD BE USED WHEN PULLING YOUR MASKING TAPE AS TEARING OF THE FINISH IS POSSIBLE.
- IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE AT (800) 844-4130.

SUBSTRATE
- KS211 Black Ko-Seal® II
- BC25 Black Shimrin® Base Coat

PREPARATION
Read ‘TECH PREP’ thoroughly before you begin painting. Please be aware that Shimrin® bases can be susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, please refer to the tech pages on KD epoxy primers.

GROUND COAT
- Sealer (Ko-Seal® II)
VEHICLE MUST BE ONE EVEN COLOR BEFORE APPLICATION OF BASE COAT. Ko-Seal® II sealers are commonly used and recommended as the ground coat for Kameleon® Bases. Use Ko-Seal® II sealer for faster coverage of base coats. When using sealer, allow flash time. See tech sheet for information on Ko-Seal® II application.
- NOTE: Sealer is not a cure-all for poor preparation and does not prevent discoloration or bleeding. The main purpose of the sealer is to increase adhesion of topcoats, to make the object one color (nearest to the base for faster coverage), and to improve color holdout.

SANDING THE SUBSTRATE
- Ko-Seal® II (see tech page on Ko-Seal® II)
- USG100, Cured Top Clears & OEM Finishes (artwork only)
  - Dry Sandpaper = 280P to 320P grit (CAMI grade = 240 to 280 grit)
  - Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
- Maroon scuff pad (difficult to reach areas)

COMPONENTS
- KF Kameleon® Shimrin® Base Coat
- KV1 Kosmic Konvertor (See Tech Page on KV1 Kosmic Konvertor)
- KU150 or KU151 Exempt Catalyst

MIXING RATIO
- 2 parts KV1 Kosmic Konvertor (See Tech Page on KV1 Kosmic Konvertor)
- 1 part KF Shimrin® Kameleon® base coat
- 1 part KU150 or KU151 Exempt Catalyst
- Pot life: 1 Hour at 70°F. Shop conditions can vary pot life.

GUN SET UP
- HVLP Gun = 10 PSI at the cap (Refer to spray gun manufacturer’s recommendations)
- Needle/Nozzle = 1.3 to 1.5 (Depending on the size of object being painted)
- Trigger Pull = 50% to 75%

APPLICATION
After mixing, strain the paint into the paint gun. Gun distance while spraying should be approximately 6 inches. Apply 3-4 MEDIUM coats with 75% pattern overlap. Walk long objects. Avoid dry spraying, as loss of adhesion is possible. Again, MEDIUM coats work best. Allow flash time between coats.
- NOTE: 3 coats of Shimrin® KF Kameleon® Bases equals 3/4 to 1 mil, of film build. Use caution when pulling your tape, as tearing the finish is possible.

DRY TIME
Allow dry time before clear is applied (usually about 60 minutes and not longer than 2 hours). Topcoat within 2 hours or apply USG100 Intercoat Barrier Klear.
- FLASH TEST - AT 5 TO 7 MINUTES YOU WILL FEEL THE FINISH TO BE TACKY BUT NOT TRANSFERRING TO YOUR FINGER. DO TEST AT THE TAPE EDGE AS FINGER PRINTING IS POSSIBLE. AT 1 HOUR THE FINISH WILL FEEL DRY TO THE TOUCH. Monitor closely for maximum merging of coats.
ARTWORK & INTERCOAT CLEAR (optional)

DO NOT TAPE DIRECTLY ONTO THIS SHIMRIN® BASECOAT. If artwork is planned, apply 1 or 2 medium coats of USG100 Intercoat Barrier Klear. The clear coat will protect the Shimrin® Base from tape marks and allow cleanup of mistapes. PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR FINAL SANDING INTERCOAT CLEAR. See tech sheet for more information on USG100 Intercoat Barrier Klear. NOTE: DO NOT SAND SHIMRIN® KAMELEON® BASES DIRECTLY. Apply USG100 Intercoat Barrier Klear for base coat protection if sanding is required. If you directly sand the Shimrin® Kameleon®, you must re-base. NOTE: USG100 Intercoat Barrier Klear is designed to protect the base coats for artwork tape-outs and blends only. DO NOT USE USG100 INTERCOAT BARRIER KLEAR AS A BUILD-UP OR TOPCOAT CLEAR, AS IT IS NOT WEATHER RESISTANT. CAUTION: Shimrin® Base coats do not have any chemical resistance until cleared. Final wash solvents will effect base coats. Use KC20 Post Sanding Cleaner for cleanup.

KLEAR COAT

ALL SHIMRIN® KF KAMELEON® BASES MUST BE CLEAR-COATED. We recommend that you use House of Kolor® clears for best results. See appropriate tech sheets for more information on clear coat application.

CLEAN UP

Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

TECHNICAL DATA (See Low VOC Data Sheet For Specific Values For Each Product)

- Coatings Category: Color Coating
- Actual VOC RTS less exempt solvents: 1.76 lbs./gal. (211 g/L) max.
- Regulatory VOC RTS less exempt compounds: 3.38 lbs./gal. (405 g/L) max.
- Density: 8.49 lbs./gal. (1019.2 g/L) (Max. VOC Color)
- Weight % Volatiles: 68.8%
- Weight % exempt compounds: 48.1%
- Weight % water: 0%

HEALTH AND SAFETY

IMPORTANT The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components, since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition. Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions. See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
KV1 Kosmic Konvertor is an additive for Shimrin® base coats and was developed to effectively lower the VOC’s of House of Kolor’s Shimrin® Base Coats to meet the VOC limits of 3.5 lb / gal voc for SCAQMD Rule 1151 and SJVAQMD Rule 4602 & 4612 Phase II. This is accomplished by using low molecular weight urethane resins and exempt solvents thereby increasing the solids of our Shimrin base coats and lowering the VOC to 3.5 lbs / gal or lower.

IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)

• AGITATE WELL BEFORE USE
• Special Note to the Experienced House of Kolor® User.

The addition of the Kosmic Konvertor to your Shimrins® is going to change the way you have worked with Shimrin® base coats in the past. Below we have listed some of the more obvious differences.

• Konverted Shimrins® will no longer flash dull. Flash time between coats will now be monitored by feeling a stickiness to the finish. Normal flash time with non-Konverted Shimrins® was 15 minutes; it will now be 5 to 7 minutes.
• The Kosmic Konvertor will add between 1/4 to 1/2 mil of film build to your Shimrin® Bases. When doing graphics, some care will be needed when unmasking.
• You normally reduce your Shimrin® at the 2 part base to 1 part reducer and spray 2 to 3 coats for coverage. The Konverted Shimrins® will spray as if you increased the reduction to 1 part base to 1 part reducer. This will increase the number of coats from 2 to 3 coats to 3 to 4 coats. You will notice that you will have better control of your metallic and pearls.

• IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE AT (800) 844-4130.

COMPONENTS
KV1 Kosmic Konvertor
Shimrin® Base Coat
KU150 or KU151 Catalyst

MIXING RATIO
2 parts KV1
1 part Shimrin® Base Coat
1 part KU150 or KU151 Catalyst

TECHNICAL DATA
• Coatings Category: Component used in combination with basecoat items for compliance under color coating
• Actual VOC less exempt solvents: 0.33 lbs/gal ( 39 grms/ltr) max.
• Regulatory VOC less exempt compounds: 0.90 lbs/gal ( 108 grms/ltr) max.
• Density: 7.86 lbs/gal ( 943.6 grm/ltr)
• Weight % Volatiles: 63.1%
• Weight % exempt compounds: 59%
• Weight % water: 0%

HEALTH AND SAFETY

IMPORTANT The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components, since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition. Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
GENERAL INFORMATION

USG100 Intercoat Barrier Klear is a two-component acrylic urethane base intercoat clear that was designed to offer protection if a light solvent wipe is required, when applied over House of Kolor® Shimrin® basecoats when used for artistic effects. With the application of 2 medium coats, the USG100 will typically cure in 3 to 4 hours (depending upon shop conditions), and is ready for sanding, tape outs, and the application of art work and pinstripes. In the event there are errors made such as mis-tapes, or stripping mishaps, a light solvent wipe using KCA100 WAX AND GREASE REMOVER ONLY can be done to remove these mistakes without effecting the base coat or previous artwork under the USG100. The USG100 has demonstrated an ability to prevent bleed through with some of our kandy colors.

IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)

- DO NOT USE USG100 AS A BUILDUP OR TOPCOAT CLEAR, THIS IS AN ACTIVATED BASE COAT MATERIAL! USG100 is designed to protect base coats for artwork, pin striping and tape outs only.
- DO NOT USE USG100 AS A CARRIER FOR PEARLS, FLAKES, OR KANDY KONCENTRATES.
- DO NOT USE RU REDUCER AS A SOLVENT WIPE. USE ONLY KCA100 AS A WIPE DOWN AGENT, FOLLOWED WITH KC20 POST SANDING CLEANER AS A FINAL WIPE TO REMOVE ANY SOLVENT RESIDUE LEFT BY THE KCA100. REMEMBER THE KEY WORD IS A LIGHT SOLVENT WIPE DOWN, DO NOT OVERWET THE SURFACE.
- ON OCCASION, YOU MAY EXPERIENCE IMPRINTING OF THE PIN STRIPE OR GRAPHIC. A LIGHT SCUFFING WITH A SCUFF PAD WILL REMOVE THESE.
- ALWAYS DO A TEST TO INSURE THE USG100 HAS PROPERLY CURED PRIOR TO DOING A SOLVENT WIPE DOWN WITH KCA100 OVER THE ARTWORK.
- IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE AT (800) 844-4130.

SUBSTRATE

- All Shimrin® Bases
- Properly cured and prepared topcoat clears and OEM finishes (artwork only)

NOTE: USG100 should never be used directly over Marblizers. Only use AP01 first. USG100 can then be used over the AP01.

PREPARATION

Prior to applying USG100 Intercoat Barrier Klear, it is advised to wipe down the Shimrin® Base with a tack cloth, or if needed, with KC20 Post Sanding Cleaner.

COMPONENTS

- USG100 Intercoat Barrier Klear
- RU300 Exempt Reducer
- KU150 or KU151 Exempt Catalyst

NOTE: You may replace up to 50% of the RU300 reducer with RU310, RU311 or RU312 reducers without exceeding the 2.1 lbs/gal VOC Limit. This will give you additional control of the Intercoat Barrier Klear (See Mixing Ratio Below)

MIXING RATIO

- 3 part USG100 Intercoat Barrier Klear
- 1 part RU300 reducer
- 1 part KU150 or KU151 Catalyst

OPTIONAL

- 3 part USG100 Intercoat Barrier Klear
- 1/2 part RU300 reducer
- 1/2 part RU310, RU311, or RU312 reducer
- 1 part KU150 or KU151 Catalyst

- Pot life: 1 Hour at 70°F.

GUN SET UP

- HVLP Gun = 10 PSI at the cap (Refer to spray gun manufacturer’s recommendations)
- Needle/Nozzle = 1.3 to 1.5 (Depending on the size of object being painted)
- Trigger Pull = 50% to 75%

APPLICATION

Apply 2 medium coats of USG100 Intercoat Barrier Clear at a 50% pattern overlap. Gun distance should be 4” to 6” from object being sprayed. Allow 4 to 6 minutes between coats depending on shop conditions. Use the string test, the finish should feel tacky but not stringing to your finger. Do not allow the USG100 to go out of tack between coats as lifting may occur and ruin all your hard work. DO NOT DRY SPRAY USG100, this will cause possible lifting and the loss of integrity of the finish.

NOTE: Do not attempt to improve the flow out of USG100 by applying medium wet or full wet coats or applying more than 2 coats. This will greatly slow down the cure time and its ability to be sanded and taped over within the recommended 3 to 4 hour time period. REMEMBER, This is a catalyzed base coat material designed to be used as a barrier protectant of your base coats and artwork, not as a buildup or top coat clear. Flow out and build is not at issue at this stage of your paint job.
FINISH SANDING
USG100 Intercoat Barrier Klear MUST be sanded prior to tape outs for artwork or pin striping.
- Dry Sanding — 320P to 400P Grit DA Paper
- Wet Sanding — 400 to 500 Grit paper
- Maroon Scuff Pad for small or difficult to reach areas.

IMPORTANT NOTE: Be very careful not to sand through and into the base coat underneath the USG100. This could lead to edge lifting when top coating the USG100 Intercoat Barrier Klear.

DRY TIME
Allow the USG100 to cure for 3 to 4 hours (depending on shop conditions) prior to sanding or applying artwork. USG100 can be force dried at 140 degrees for 20 minutes.
All tests and evaluations are based at 70 degrees with adequate air movement.

INTENDED USE AS A BARRIER AGAINST CANDY BLEEDTHROUGH
Some candy colors are known to be bleeders. Apply 2 coats of USG100 as outlined above. Wet sand the clear. If you notice any color in the sanding residue, you will need to reapply additional coats of USG100 until the sanding residue shows white.

KLEAR COAT
USG100 Intercoat Barrier Klear must be top coated with House Of Kolor’s Urethane Kandy, UC35, UFC35, or UFC19 Clear Coats.

CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

TECHNICAL DATA (See Low VOC Data Sheet For Specific Values For Each Product)
- Coatings Category: Clear Coat
- Actual VOC RTS less exempt solvents: 0.74 lbs./gal. (88.8 g/L) max.
- Regulatory VOC RTS less exempt compounds: 2.08 lbs./gal. (250 g/L) max.
- Density: 10.28 lbs./gal. (1234.0 g/L) (Max. VOC Color)
- Weight % Volatiles: 76.1%
- Weight % exempt compounds: 68.9%
- Weight % water: 0%

HEATH AND SAFETY

IMPORTANT: The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components, since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition. Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
**GENERAL INFORMATION**

Kosmic Acrylic Urethane Klear UC35 is a 2.1 VOC clear that meets VOC SCAQMD Rule 1151 and SJVAQMD Rule 4602 & 4612 Phase II compliancy. UC35 may be used to topcoat any urethane enamel finish, including all Shimrin® Base Coats. UC35 is medium solids, 30% solids as applied, and has the same application properties of conventional clear coats. UC35 features excellent gloss and D.O.I. (Distinctness Of Image). It has good chemical, fuel and water resistance, and excellent weathering and ultraviolet resistance. UC35 dries fast and hard and may be colored sanded and buffed the next day.

**NOTE:** UC35 IS THE PREFERRED CLEAR FOR USE ON MOTORCYCLES. BECAUSE OF ITS HIGHER ACRYLIC CONTENT, IT IS FASTER CURING, AND ALSO HAS BETTER RESISTANCE TO FUEL SPILLS.

**IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)**

- We have designed specific Catalysts and Reducers to work with each of our clears. These Catalysts and Reducers are NOT interchangeable. Use only the Catalyst specified for the specific clear you are using.
- KU150 and KU151 VOC Exempt Catalyst are moisture sensitive and will not keep for long periods once open. When doing many small jobs, buy smaller containers to prevent spoilage. Keep container tightly sealed. Clean the catalyst container’s pour spout by wiping the threads with reducer for easy reopening.
- Waiting too long between coats can cause re-coat problems. If excessive dry time has elapsed and clear coat feels dry to the touch, allow 12 hours before sanding and re-coating to avoid lifting problems.
- Over spray from any catalyzed topcoat material (such as our Urethane Kandy Mix, UC35 Kosmic Acrylic Urethane Klear, UFC35 Polyurethane Flo-Klear or UFC19 Urethane Komply Klear® II) may lift when base coats are applied. Mask carefully to prevent this over spray when painting door jambs, etc.
- IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE AT (800) 844-4130.

**SUBSTRATE**

- Shimrin® Base Coats
- Urethane Kandy Mix (See tech sheets on Urethane Kandy Mix)
- Properly cured and prepared OEM finishes

**PREPARATION**

Read ‘TECH PREP’ thoroughly before you begin painting. Please be aware that Shimrin® bases can be susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, please refer to the tech pages on KD epoxy primers.

**SANDING SUBSTRATE**

- Urethane Kandy Mix and Shimrin® Base Coats (See tech sheets on Urethane Kandy Mix and Shimrin® Base Coats)
- OEM Finishes
- Dry Sandpaper = 280P to 320P grit (CAMI grand = 240 to 280 grit)
- Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
- Maroon scuff pad

**COMPONENTS**

- UC35 Kosmic Acrylic Urethane Klear
- RU300 Exempt Reducer
- KU150 or KU151 Exempt Catalyst

**MIXING RATIO**

- 2 part UC35 Kosmic Acrylic Urethane Klear
- 1 part RU300 reducer
- 1 part KU150 or KU151 Catalyst

**OPTIONAL**

- 2 parts UC35 Kosmic Acrylic Urethane Klear
- ¾ part RU300
- ¼ part RU310, RU311, or RU312
- 1 part KU150 or KU151 Catalyst

**GUN SET UP**

- HVLP Gun = 10 PSI at the cap (Refer to spray gun manufacturer’s recommendations)
- Needle/Nozzle = 1.3 to 1.5 (Depending on the size of object being painted)
- Trigger Pull = 50% to 75%

**APPLICATION**

Apply 2-3 medium wet coats with 50% pattern overlap. Gun distance while spraying should be approximately 6 inches. Allow flash time between coats.

**URETHANE FLASH TEST** - Paint should be sticky and not string when touched at the wettest point before next coat is applied. (When using the flash test, always touch a new spot.) Monitor closely for maximum merging of coats.

(Continued)
APPLICATION (Continued)

NOTE: Waiting too long between coats can cause re-coat problems. If excessive dry time has elapsed and clear coat feels dry to the touch, allow 12 hours before sanding and re-coating to avoid lifting problems.

NOTE: Over spray from any catalyzed topcoat material (such as our Urethane Kandy Mix, UC35 Kosmic Acrylic Urethane Klear, UFC35 Polyurethane Flo-Klear or UFC19 Urethane Komply Klear® II) may lift when base coats are applied. Mask carefully to prevent this over spray when painting door jambs, etc.

DRY TIME

- Air dry at 70 degrees = 24 hours
- Force dry at 140 degrees = 30 minutes flash time, 2 hours bake, with 1 hour cool down.

NOTE: Based upon weather conditions, number of coats, solvent speed, and flash time between coats, etc., it is not unusual for the Klear to remain soft for extended periods of time. This does not mean the finish is uncured; it indicates the finish is holding solvents and will need additional time to fully harden.

COLOR SANDING

IF NOT FLOW COATING, GO TO STEP FINISHING AND POLISHING

After clear coats have been cured overnight (12-24 hours), color sand wet (PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR URETHANE CLEARS). Add a small amount of mild liquid detergent to the water and soak the sandpaper for 15-20 minutes. This prevents sandpaper loading. Sand the entire vehicle flat, leaving no glossy spots. Dry as you go, so soap residue doesn’t bite the fresh paint. After sanding, wipe the vehicle with a clean rag and water. Use a tack rag to remove lint before re-coating. (Chemical washes at this stage are not recommended). Use clean rags and KC20 or warm water.

NOTE: Avoid touching the vehicle with your bare hands as the oil from your skin may impair flow coats.

CAUTION: DO NOT SAND THROUGH THE CLEAR AND RUIN ALL YOU’VE DONE. Look for colored water, this will indicate you sanded through the clear.

FLO-COATING

RE-MASKING THE VEHICLE AFTER COLOR SANDING WILL GIVE YOU A CLEANER FINISH WHEN FLOW COATS ARE APPLIED.

After color sanding, re-clear using 4-6 ounces of extra RU300 VOC Exempt reducer per mixed quart of clear. The additional reducer will give you extra flow out. Begin with a medium coat, allow flash time, and then follow with 1-2 wet coats. Allow flash time between coats. (For improved hardness the next day, add 1 extra ounce of KU150 or KU151 VOC Exempt Catalyst to this mixture) per mixed quart.

NOTE: With this method, polishing is not required unless you desire a show quality finish, or to remove minor dirt particles.

FINISHING AND POLISHING

- In a 70 degree shop, allow 24 hours for dry time before polishing.
- See tech sheet for information on Polishing & Finishing

CLEAN UP

Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

TECHNICAL DATA (See Low VOC Data Sheet For Specific Values For Each Product)

- Coatings Category: Clear Coat
- Actual VOC RTS less exempt solvents: 0.60 lbs./gal. (72.4 g/L) max.
- Regulatory VOC RTS less exempt compounds: 1.59 lbs./gal. (191 g/L) max.
- Density: 10.23 lbs./gal. (1228.0 g/L) (Max. VOC Color)
- Weight % Volatiles: 71.8%
- Weight % exempt compounds: 65.9%
- Weight % water: 6%

HEALTH AND SAFETY

IMPORTANT: The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components, since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition. Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
GENERAL INFORMATION

Kosmic Urethane Flo-Klear UFC35 is a 2.1 VOC clear that meets VOC SCAQMD Rule 1151 and SJVAQMD Rule 4602 & 4612 Phase II compliance. UFC35 may be used to topcoat any of our Kosmic Kolor® urethane or polyurethane enamel finishes, or any of our SHIMRIN® Base Coats. UFC35 is a medium solids Klear that has application properties similar to our conventional Klear UFC01. UFC35 features excellent flow out for better D.O.I. (Distinctness of Image), ultra-high gloss, good chemical and water resistance, good abrasion, and stone bruise resistance, is extremely flexible and polishes, and buffs easily.

IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)

• We have designed specific Catalysts andReducers to work with each of our clears. These Catalysts and Reducers are NOT interchangeable. Use only the Catalyst specified for the specific clear you are using.
• KU150 and KU151 VOC Exempt Catalyst are moisture sensitive and will not keep for long periods once open. When doing many small jobs, buy smaller containers to prevent spoilage. Keep container tightly sealed. Clean the catalyst container’s pour spout by wiping the threads with reducer for easy reopening.
• Waiting too long between coats can cause re-coat problems. If excessive dry time has elapsed and clear coat feels dry to the touch, allow 12 hours before sanding and re-coating to avoid lifting problems.
• Over spray from any catalyzed topcoat material (such as our Urethane Kandy Mix, UC35 Kosmic Acrylic Urethane Klear, UFC35 Polyurethane Flo-Klear or UFC19 Urethane Komply Klear® II) may lift when base coats are applied. Mask carefully to prevent this over spray when painting door jambs, etc.
• IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE AT (800) 844-4130.

SUBSTRATE

• Shimrin® Base Coats
• Urethane Kandy Mix (See tech sheets on Urethane Kandy Mix)
• Properly cured and prepared OEM finishes

PREPARATION

Read ‘TECH PREP’ thoroughly before you begin painting. Please be aware that Shimrin® bases can be susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, Please refer to the tech pages on KD epoxy primers.

SANDING SUBSTRATE

• Urethane Kandy Mix and Shimrin® Base Coats (See tech sheets on Urethane Kandy Mix and Shimrin® Base Coats)
• OEM Finishes
• Dry Sandpaper = 280P to 320P grit (CAMI grand = 240 to 280 grit)
• Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
• Maroon scuff pad

COMPONENTS

• UFC35 Kosmic Urethane Flo-Klear
• RU300 Exempt Reducer
• KU150 or KU151 Exempt Catalyst

NOTE: You may replace up to 50% of the RU300 reducer with RU310, RU311 or RU312 reducers without exceeding the 2.1 lbs/gal VOC Limit. This will give you additional control of the Klear (See Mixing Ratio Below)

MIXING RATIO

• 2 part UFC35 Kosmic Urethane Flo-Klear
• 1 part RU300 reducer
• 1 part KU150 or KU151 Catalyst

OPTIONAL

• 2 parts UFC35 Kosmic Urethane Flo-Klear
• ¼ part RU300
• ¼ part RU310, RU311, or RU312
• 1 part KU150 or KU151 Catalyst

• Pot life: 2 Hours at 70°F.

GUN SET UP

• HVLP Gun = 10 PSI at the cap (Refer to spray gun manufacturer’s recommendations)
• Needle/Nozzle = 1.3 to 1.5 (Depending on the size of object being painted)
• Trigger Pull = 50% to 75%

APPLICATION

Apply 2-3 medium wet coats with 50% pattern overlap. Gun distance while spraying should be approximately 6 inches. Allow flash time between coats. URETHANE FLASH TEST - PAINT SHOULD BE STICKY AND NOT STRING WHEN TOUCHED AT THE WETTEST POINT BEFORE NEXT COAT IS APPLIED. (When using the flash test, always touch a new spot.) Monitor closely for maximum merging of coats.

(CONTINUED)
APPLICATION (Continued)

NOTE: Waiting too long between coats can cause re-coat problems. If excessive dry time has elapsed and clear coat feels dry to the touch, allow 12 hours before sanding and re-coating to avoid lifting problems.

NOTE: Over spray from any catalyzed topcoat material (such as our Urethane Kandy Mix, UC35 Kosmic Acrylic Urethane Klear, UFC35 Polyurethane Flo-Klear or UFC19 Urethane Komply Klear® II may lift when base coats are applied. Mask carefully to prevent this over spray when painting door jambs, etc.

DRY TIME

- Air dry at 70 degrees = 24 hours
- Force dry at 140 degrees = 30 minutes flash time, 2 hours bake, with 1 hour cool down.

NOTE: Based upon weather conditions, number of coats, solvent speed, and flash time between coats, etc., it is not unusual for the Klear to remain soft for extended periods of time. This does not mean the finish is uncured; it indicates the finish is holding solvents and will need additional time to fully harden.

COLOR SANDING

IF NOT FLOW COATING, GO TO STEP FINISHING AND POLISHING

After clear coats have been cured overnight (12-24 hours), color sand wet (PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR URETHANE CLEARS). Add a small amount of mild liquid detergent to the water and soak the sandpaper for 15-20 minutes. This prevents sandpaper loading. Sand the entire vehicle flat, leaving no glossy spots. Dry as you go, so soap residue doesn’t bite the fresh paint. After sanding, wipe the vehicle with a clean rag and water. Use a tack rag to remove lint before re-coating. (Chemical washes at this stage are not recommended). Use clean rags and KC20 or warm water.

NOTE: Avoid touching the vehicle with your bare hands as the oil from your skin may impair flow coats.

CAUTION: DO NOT SAND THROUGH THE CLEAR AND RUIN ALL YOU’VE DONE. Look for colored water, this will indicate you sanded through the clear.

FLO-COATING

RE-MASKING THE VEHICLE AFTER COLOR SANDING WILL GIVE YOU A CLEANER FINISH WHEN FLOW COATS ARE APPLIED.

After color sanding, re-clear using 4-6 ounces of extra RU300 VOC Exempt reducer per mixed quart of clear. The additional reducer will give you extra flow out. Begin with a medium coat, allow flash time, and then follow with 1-2 wet coats. Allow flash time between coats. (For improved hardness the next day, add 1 extra ounce of KU150 or KU151 VOC Exempt Catalyst to this mixture) per mixed quart.

NOTE: With this method, polishing is not required unless you desire a show quality finish, or to remove minor dirt particles.

FINISHING AND POLISHING

- In a 70 degree shop, allow 24 hours for dry time before polishing.
- See tech sheet for information on Polishing & Finishing

CLEAN UP

Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

TECHNICAL DATA (See Low VOC Data Sheet For Specific Values For Each Product)

- Coatings Category: Clear Coat
- Actual VOC RTS less exempt solvents: 0.98 lbs./gal. (117.4 g/L) max.
- Regulatory VOC RTS less exempt compounds: 1.63 lbs./gal. (196 g/L) max.
- Density: 9.14 lbs./gal. (1097.0 g/L) (Max. VOC Color)
- Weight % Volatiles: 71.2%
- Weight % exempt compounds: 60.5%
- Weight % water: 0%

HEATH AND SAFETY

IMPORTANT The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components, since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition. Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
**GENERAL INFORMATION**

SG150 Intercoat Pearl & Flake Karrier is a base coat clear material that is designed specifically to be used as the karrier for Pearls, Flakes, as well as other dry products offered in the House Of Kolor product line. Due to its unique chemistry, it greatly reduces or eliminates the settling of pearls and flakes after the products are mixed. It also encapsulates the pearls and flake particles, so when sprayed, self orientates, locking them in place, greatly reducing blotching and streaking of the finish. Although the material looks semi-opaque in the can, it dries to water clear finish allowing the brilliance of the pearls & flakes to show through.

**IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)**

- **WITH THE ADDITION OF KV1 KOSMIC KONVERTOR TO HOUSE OF KOLORS SHIMRIN® BASE COATS (SEE TECH SHEET ON KV1 KOSMIC KONVERTOR), YOU ARE CHANGING THE BASE MATERIAL FROM A NON-CATALYZED PRODUCT TO A CATALYZED BASE COAT, THEREBY INCREASING THE SOLIDS CONTENT AND LOWERING THE VOC’S.**
- **SOME CAUTION SHOULD BE USED WHEN PULLING YOUR MASKING TAPE AS TEARING OF THE FINISH IS POSSIBLE.**
- **IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE AT (800) 844-4130.**

**SUBSTRATE**

- Ko-Seal® II
- All Shimrin® Base Coats
- Properly cured and prepared topcoat clears and OEM finishes

**PREPARATION**

Read ‘TECH PREP’ thoroughly before you begin painting. Please be aware that Shimrin® bases can be susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, please refer to the tech pages on KD epoxy primers.

**GROUND COAT**

- Ko-Seal® II
- All Shimrin® Base Coats
- OEM finishes

**SANDING SUBSTRATE**

- Ko-Seal® II (see tech page on Ko-Seal® II)
- USG100, Cured Top Coat Clears & OEM Finishes (artwork only)
  - Dry Sandpaper = 280P to 320P grit
    (CAMI grade = 240 to 280 grit)
  - Wet Sandpaper = 400 to 500 grit
    (FEPA grade 600P to 800P grit)
- Maroon scuff pad (difficult to reach areas)

**COMPONENTS**

- SG150 Intercoat Pearl & Flake Karrier
- KV1 Kosmic Konvertor (See Tech Page On KV1 Kosmic Konvertor)
- KU150 or KU151 Exempt Catalyst

**MIXING RATIO**

- 2 parts KV1 Kosmic Konvertor (See Tech Page On KV1 Kosmic Konvertor)
- 1 part SG150 Intercoat Pearl & Flake Karrier
- 1 part KU150 or KU151 Exempt Catalyst

(If you refer to the appropriate tech sheet of the dry product you intend to use for mixing instructions)

**NOTE:** Even though SG150 Intercoat Pearl & Flake Karrier is the easiest to apply, equipment, spray technique and air pressure can affect the pearl distribution. A full trigger pull is normally not recommended. Leave the fan wide but reduce the material sprayed with the spray gun's trigger restrictor or material control knob.

**GUN SET UP**

- HVLP Gun = 10 PSI at the cap (Refer to spray gun manufacturer's recommendations)
- Needle/Nozzle = 1.3 to 1.5 (Depending on the size of object being painted)
- Trigger Pull = 50% to 75%

**APPLICATION**

Strain the paint into the paint gun. Gun distance while spraying should be approximately 6 inches. Apply 3-4 medium coats with 75% pattern overlap to achieve coverage, color and effect. Walk long objects. Avoid dry spraying, as loss of adhesion or motting is possible with pearls. Again, medium coats work best. Allow flash time between coats.
DRY TIME
Allow dry time before Kandy or clear is applied (usually about 60 minutes and not longer than 2 hours). Topcoat within 2 hours or apply USG100 Intercoat Barrier Klear.

FLASH TEST - AT 5 TO 7 MINUTES YOU WILL FEEL THE FINISH TO BE TACKY BUT NOT TRANSFERRING TO YOUR FINGER. DO TEST AT THE TAPE EDGE AS FINGER PRINTING IS POSSIBLE. AT 1 HOUR THE FINISH WILL FEEL DRY TO THE TOUCH.
Monitor closely for maximum merging of coats

ARTWORK & INTERCOAT Barrier Klear (Optional)
DO NOT TAPE DIRECTLY ONTO THE SG150 BASE. If artwork is planned, apply 1 or 2 medium coats of USG100 Intercoat Barrier Clear. The clear coat will protect the SG150 Base from tape marks and allow cleanup of mistapes. PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR FINAL SANDING INTERCOAT BARRIER CLEAR. See tech sheet for more information on USG100 Intercoat Barrier Clear. NOTE: DO NOT SAND SG150 / PEARL MIX DIRECTLY. Apply USG100 Intercoat Barrier Clear for base coat protection if sanding is required. If you directly sand the SG150 / Pearl Mix, you must re-base.

NOTE USG100 Intercoat Barrier Clear is designed to protect the base coats for artwork tape-outs and blends only. DO NOT USE USG100 AS A BUILD-UP OR TOPCOAT CLEAR, AS IT IS NOT WEATHER RESISTANT. CAUTION: Shimrin® Base coats do not have any chemical resistance until cleared. Final wash solvents will effect base coats. Use KC20 Post Sanding Cleaner for cleanup.

CLEAR COAT
SG150 AND ALL SHIMRIN® PBC BASES MUST BE CLEAR-COATED. We recommend that you use House of Kolor® clears for best results. See appropriate tech sheets for more information on clear coat application.

CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

TECHNICAL DATA (See Low VOC Data Sheet For Specific Values For Each Product)
- Coatings Category: Clear Coating
- Actual VOC RTS less exempt solvents: 1.64 lbs./gal. (196.6 g/L) max.
- Regulatory VOC RTS less exempt compounds: 3.15 lbs./gal. (378.5 g/L) max.
- Density: 8.49 lbs./gal. (1019 g/L) (Max. VOC Color)
- Weight % Volatiles: 67.42%
- Weight % exempt compounds: 48.13%
- Weight % water: 0%

HEATH AND SAFETY

IMPORTANT - The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components, since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition. Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
GENERAL INFORMATION

UFC19 URETHANE KOMPLY KLEAR® II is a 1.9 VOC polyurethane clear coat with application properties of low solids clear coats such as UFC01. UFC19 is 33% solids as applied and buffs easily the next day. UFC19 delivers the low VOC needed for air quality regulations yet handles like conventional clear coats currently used. URETHANE KOMPLY KLEAR® II may be used to topcoat any of our Shimrin® Base coats. UFC19 features excellent gloss, long flow out, very good D.O.I. (Distinctness of Image), and good chemical and water resistance. UFC19 has excellent weathering and ultraviolet resistance, and easily color sands and polishes from 24 up to 72 hours.

IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)

- We have designed specific Catalysts andReducers to work with each of our clears. These Catalysts andReducers are NOT interchangeable. Use only the Catalyst specified for the specific clear you are using.

- KU150 and KU151 VOC Exempt Catalyst are moisture sensitive and will not keep for long periods once open. When doing many small jobs, buy smaller containers to prevent spoilage. Keep container tightly sealed. Clean the catalyst container’s pour spout by wiping the threads with reducer for easy reopening.

- Waiting too long between coats can cause re-coat problems. If excessive dry time has elapsed and clear coat feels dry to the touch, allow 12 hours before sanding and re-coating to avoid lifting problems.

- Over spray from any catalyzed topcoat material (such as our Urethane Kandy Mix, UC35 Kosmic Acrylic Urethane Klear, UFC35 Polyurethane Flo-Klear or UFC19 Urethane Komply Klear® II may lift when base coats are applied. Mask carefully to prevent this over spray when painting door jambs, etc.

- IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE AT (800) 844-4130.

SUBSTRATE

- Shimrin® Base Coats
- Urethane Kandy Mix (See tech sheets on Urethane Kandy Mix)
- Properly cured and prepared OEM finishes

PREPARATION

Read ‘TECH PREP’ thoroughly before you begin painting. Please be aware that Shimrin® bases can be susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, Please refer to the tech pages on KD epoxy primers.

SANDING SUBSTRATE

- Urethane Kandy Mix and Shimrin® Base Coats (See tech sheets on Urethane Kandy Mix and Shimrin® Base Coats)
- OEM Finishes
- Dry Sandpaper = 280P to 320P grit (CAMI grand = 240 to 280 grit)
- Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
- Maroon scuff pad

COMPONENTS

- UFC19 Urethane Komply Klear® II
- RU300 Exempt Reducer
- KU150 or KU151 Exempt Catalyst

MIXING RATIO

- 2 part UFC19 Urethane Komply Klear® II
- 1 part RU300 reducer
- 1 part KU150 or KU151 Catalyst
- Pot life: 2 Hours at 70°F.

GUN SET UP

- HvLP Gun = 10 PSI at the cap (Refer to spray gun manufacturer’s recommendations)
- Needle/Nozzle = 1.3 to 1.5 (Depending on the size of object being painted)
- Trigger Pull = 50% to 75%

APPLICATION

Apply 2-3 medium wet coats with 50% pattern overlap. Gun distance while spraying should be approximately 6 inches. Allow flash time between coats.

URETHANE FLASH TEST - PAINT SHOULD BE STICKY AND NOT STRING WHEN TOUCHED AT THE WETTEST POINT BEFORE NEXT COAT IS APPLIED. (When using the flash test, always touch a new spot.) Monitor closely for maximum merging of coats.

NOTE: Waiting too long between coats can cause re-coat problems. If excessive dry time has elapsed and clear coat feels dry to the touch, allow 12 hours before sanding and re-coating to avoid lifting problems.

NOTE: Over spray from any catalyzed topcoat material (such as our Urethane Kandy Mix, UC35 Kosmic Acrylic Urethane Klear, UFC35 Polyurethane Flo-Klear or UFC19 Urethane Komply Klear® II may lift when base coats are applied. Mask carefully to prevent this over spray when painting door jambs, etc.

DRY TIME

- Air dry at 70 degrees = 24 hours
- Force dry at 140 degrees = 30 minutes flash time, 2 hours bake, with 1 hour cool down.

NOTE: Based upon weather conditions, number of coats, solvent speed, and flash time between coats; etc., it is not unusual for the Klear to remain soft for extended periods of time. This does not mean the finish is uncured; it indicates the finish is holding solvents and will need additional time to fully harden.
COLOR SANDING

IF NOT FLOW COATING, GO TO STEP FINISHING AND POLISHING

After clear coats have been cured overnight (12-24 hours), color sand wet (PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR URETHANE CLEARS). Add a small amount of mild liquid detergent to the water and soak the sandpaper for 15-20 minutes. This prevents sandpaper loading. Sand the entire vehicle flat, leaving no glossy spots. Dry as you go, so soap residue doesn’t bite the fresh paint. After sanding, wipe the vehicle with a clean rag and water. Wipe dry. Use a tack rag to remove lint before re-coating. (Chemical washes at this stage are not recommended). Use clean rags and KC20 or warm water.

NOTE: Avoid touching the vehicle with your bare hands as the oil from your skin may impair flow coats.

CAUTION: DO NOT SAND THROUGH THE CLEAR AND RUIN ALL YOU’VE DONE. Look for colored water, this will indicate you sanded through the clear.

FLO-COATING

RE-MASKING THE VEHICLE AFTER COLOR SANDING WILL GIVE YOU A CLEANER FINISH WHEN FLOW COATS ARE APPLIED.

After color sanding, re-clear using 4-6 ounces of extra RU300 VOC Exempt reducer per mixed quart of clear. The additional reducer will give you extra flow out. Begin with a medium coat, allow flash time, and then follow with 1-2 wet coats. Allow flash time between coats. (For improved hardness the next day, add 1 extra ounce of KU150 or KU151 VOC Exempt Catalyst to this mixture) per mixed quart.

NOTE: With this method, polishing is not required unless you desire a show quality finish, or to remove minor dirt particles.

FINISHING AND POLISHING

- In a 70 degree shop, allow 24 hours for dry time before polishing.
- See tech sheet for information on Polishing & Finishing

CLEAN UP

Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

TECHNICAL DATA (See Low VOC Data Sheet For Specific Values For Each Product)

- Coatings Category: Clear Coat
- Actual VOC RTS less exempt solvents: 0.79 lbs./gal. (94.8 g/L) max.
- Regulatory VOC RTS less exempt compounds: 1.88 lbs./gal. (226 g/L) max.
- Density: 9.84 lbs./gal. (1181 g/L) (Max. VOC Color)
- Weight % Volatiles: 69.73%
- Weight % exempt compounds: 61.7%
- Weight % water: 0%

HEALTH AND SAFETY

IMPORTANT: The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components, since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition. Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
GENERAL INFORMATION
ADHERETO® Adhesion Promoters are designed to create a bond between a substrate and a coating. Apply ADHERETO® before applying topcoats to ensure proper adhesion of automotive paint to plastics or a variety of other surfaces. ADHERETO® is easy to use and dries in minutes. Ready to spray right out of the can (no reduction required). Clear in color.

ADHERETO® is available in two formulas:
AP01 is designed to use when topcoating Polypropylene, TPO (Thermoplastic Polypropylene), Polypropylene/elastomer blends and Marblizer.
AP02 is designed for Polyethylene only.

IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)
• Proper coat thickness is critical for good adhesion properties. With adhesion promoters, more is not better. Carefully monitor coat thickness.
• Topcoats may be applied immediately after the ADHERETO® coat has dried, usually within 2 to 3 minutes not to exceed 5 minutes at 70°F. ADHERETO® acts as a clear adhesive primer providing a bond for topcoats.
• NOTE: If ADHERETO® completely dries, it must be reapplied prior to top-coating.
• IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE AT (800) 844-4130.

SUBSTRATE
• Most Plastics
• Marblizer®

PREPARATION
Clean substrate of all contamination, such as dirt, oil, grease and mold release agents, with isopropyl alcohol or KC20 Post Sanding Cleaner. Dry thoroughly after cleaning. Scuff using a Maroon Scuff Pad.

MIXING RATIO
Ready to spray as packaged, no reducer.

GUN SET UP
• HVLP Gun = 10 PSI at the cap (Refer to spray gun manufacturer’s recommendations)
• Needle/Nozzle = 1.3
• Trigger Pull = 33% to 50%

APPLICATION
Apply ADHERETO® with a dry film thickness of 0.1 to 0.2 mils equal to one medium coat.
WARNING: Proper coat thickness is critical for good adhesion properties. With adhesion promoters, more is not better. Carefully monitor coat thickness.
Topcoats may be applied immediately after the ADHERETO® coat has dried, usually within 2 to 3 minutes not to exceed 5 minutes at 70°F. ADHERETO® acts as a clear adhesive primer providing a bond for topcoats.
NOTE: If ADHERETO® completely dries, it must be reapplied prior to top-coating.

CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

TECHNICAL DATA (See Low VOC Data Sheet For Specific Values For Each Product)
• Coatings Category: Adhesion Promoter
• Actual VOC RTS less exempt solvents: 6.9 lbs./gal. (828.0 g/L) max.
• Regulatory VOC RTS less exempt compounds: 6.0 lbs./gal. (828.0 g/L) max.
• Density: 7.28 lbs./gal. (874 g/L) (Max. VOC Color)
• Weight % Volatiles: 94.73%
• Weight % exempt compounds: 0%
• Weight % water: 0%

HEATH AND SAFETY

IMPORTANT The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components, since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition. Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
GENERAL INFORMATION
UK Kandy's currently do not meet the VOC rules as outlined under SCAQMD's Rule 1151 and SJVAQMD's Rules 4602 & 4612 Phase II. Therefore we have developed formulations that duplicate closely our original UK Kandy Kolors as far as color, strength, and performance. Kandy's are a major part of Kustom finishing and we believe this will give you the ability to continue to offer your customers the stunning Kandy Finishes you have been able to produce in the past.

IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)
• UNDER NO CIRCUMSTANCES ATTEMPT TO USE OTHER MANUFACTURES PRODUCTS TO PRODUCE THESE KANDY COLORS. FOR THE MOST PART, ONLY HOUSE OF KOLOR'S UC25 HAS THE FLEXIBILITY AND UV PROTECTION NEEDED FOR THE EXTREME FINISHES ASSOCIATED WITH KANDY PAINT JOBS. CRACKING, SPLITTING AND FADING IS A REAL POSSIBILITY WITH OTHER COMPANIES PRODUCTS.
• The following UC25 / KK Mixes have a tendency to bleed through art work applied over them. Refer to USG100 tech page. A catalyzed clear coat will NOT stop their tendency to bleed. However, if multiple applications of clear (2 or more) and proper flash time between coats is observed, the leaching of color into the clear is reduced, if not eliminated. Do individual testing.

The KK products that have a tendency to bleed are: KK03, KK05, KK06, KK10, and KK13.
• KK18 Kandy Koncentrate Pink has limited light fastness and should only be used on projects that have limited exposure to sunlight. Use with discretion. KK18 is recommended for show vehicles.

• IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE AT (800) 844-4130.

SUBSTRATE
• KS212 Silver Ko-Seal® II
• USG100 Intercoat Barrier Klear
• SG150 Intercoat Pearl & Flake Karrier
• Shimrin® Base Coats

PREPARATION
Read ‘TECH PREP’ thoroughly before you begin painting. Please be aware that Shimrin® bases can be susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, please refer to the tech pages on KD epoxy primers.

SANDING SUBSTRATE
• Ko-Seal® II (see tech page on Ko-Seal® II)
• USG100 (see tech page on Intercoat Barrier Klear
  o Dry Sandpaper = 260P to 320P grit
  (CAMI grade = 240 to 280 grit)
  o Wet Sandpaper = 400 to 500 grit
  (FEPA grade 600P to 800P grit)
• Maroon scuff pad (difficult to reach areas)

GROUND COAT
• KS212 Silver (Ko-Seal® II)
• SHIMRIN® Base Coats

VEHICLE MUST BE ONE EVEN COLOR BEFORE APPLICATION OF UC25 / KK Kandy Mix. The color of the ground coat will vary the final Kandy color (See Kolor Book). This is an excellent place for creativity. Use any of our Shimrin® Bases for the ground coat. Follow Tech Manual instructions. Allow flash time on each coat of ground color.

COMPONENTS
• UC25 Kosmic Kandy Karrier
• KK Kandy Koncentrates
• RU300, RU310, RU311, RU312, or RU313 Reducer
• KU150 or KU151 Catalyst

MIXING RATIO
To approximate closely the UK Kandy Kolors and meet the VOC rules, please follow the chart on the next page.
**MIXING RATIO**

To approximate closely the UK Kandy Kolors and meet the VOC rules, please follow the below chart.

<table>
<thead>
<tr>
<th>To Duplicate UK Kandy Kolor</th>
<th>UC25 Kosmic Kandy Karrier</th>
<th>RU 310, 311, 312, or 313 Reducers</th>
<th>RU300 Exempt Reducer</th>
<th>KU150 or KU151 Exempt Catalyst</th>
<th>KK Koncentrate Kolor</th>
<th>KK Ratio in Ounces</th>
<th>VOC Grams/Liter</th>
<th>VOC Lbs./Gal.</th>
</tr>
</thead>
<tbody>
<tr>
<td>UK01</td>
<td>32 oz.</td>
<td>12 oz.</td>
<td>4 oz.</td>
<td>16 oz.</td>
<td>KK01</td>
<td>10 oz.</td>
<td>417.50</td>
<td>3.48</td>
</tr>
<tr>
<td>UK02</td>
<td>32 oz.</td>
<td>13 oz.</td>
<td>3 oz.</td>
<td>16 oz.</td>
<td>KK02</td>
<td>7 oz.</td>
<td>409.7</td>
<td>3.42</td>
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<tr>
<td>UK03</td>
<td>32 oz.</td>
<td>12 oz.</td>
<td>4 oz.</td>
<td>16 oz.</td>
<td>KK03</td>
<td>10 oz.</td>
<td>418.27</td>
<td>3.49</td>
</tr>
<tr>
<td>UK04</td>
<td>32 oz.</td>
<td>11 oz.</td>
<td>5 oz.</td>
<td>16 oz.</td>
<td>KK04</td>
<td>10 oz.</td>
<td>411.47</td>
<td>3.43</td>
</tr>
<tr>
<td>UK05</td>
<td>32 oz.</td>
<td>10 oz.</td>
<td>6 oz.</td>
<td>16 oz.</td>
<td>KK05</td>
<td>13 oz.</td>
<td>413.07</td>
<td>3.47</td>
</tr>
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<td>UK06</td>
<td>32 oz.</td>
<td>11 oz.</td>
<td>5 oz.</td>
<td>16 oz.</td>
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<td>11 oz.</td>
<td>409.31</td>
<td>3.42</td>
</tr>
<tr>
<td>UK07</td>
<td>32 oz.</td>
<td>13 oz.</td>
<td>3 oz.</td>
<td>16 oz.</td>
<td>KK07</td>
<td>6 oz.</td>
<td>413.11</td>
<td>3.45</td>
</tr>
<tr>
<td>UK08</td>
<td>32 oz.</td>
<td>14 oz.</td>
<td>2 oz.</td>
<td>16 oz.</td>
<td>KK08</td>
<td>3 oz.</td>
<td>409.75</td>
<td>3.42</td>
</tr>
<tr>
<td>UK09</td>
<td>32 oz.</td>
<td>13 oz.</td>
<td>3 oz.</td>
<td>16 oz.</td>
<td>KK09</td>
<td>7 oz.</td>
<td>416.05</td>
<td>3.47</td>
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<tr>
<td>UK10</td>
<td>32 oz.</td>
<td>9 oz.</td>
<td>7 oz.</td>
<td>16 oz.</td>
<td>KK10</td>
<td>20 oz.</td>
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<td>UK11</td>
<td>32 oz.</td>
<td>12 oz.</td>
<td>4 oz.</td>
<td>16 oz.</td>
<td>KK11</td>
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<tr>
<td>UK12</td>
<td>32 oz.</td>
<td>12 oz.</td>
<td>4 oz.</td>
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<td>KK12</td>
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<tr>
<td>UK13</td>
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<td>3 oz.</td>
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<td>UK14</td>
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<td>6 oz.</td>
<td>16 oz.</td>
<td>KK14</td>
<td>12 oz.</td>
<td>409.99</td>
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</tr>
<tr>
<td>UK15</td>
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<td>9 oz.</td>
<td>7 oz.</td>
<td>16 oz.</td>
<td>KK15</td>
<td>16 oz.</td>
<td>414.91</td>
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<td>5 oz.</td>
<td>16 oz.</td>
<td>KK16</td>
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<td>414.60</td>
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</tr>
<tr>
<td>UK17</td>
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<td>15 oz.</td>
<td>1 oz.</td>
<td>16 oz.</td>
<td>KK17</td>
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<td>419.85</td>
<td>3.50</td>
</tr>
<tr>
<td>UK18</td>
<td>32 oz.</td>
<td>14 oz.</td>
<td>2 oz.</td>
<td>16 oz.</td>
<td>KK18</td>
<td>4 oz.</td>
<td>418.44</td>
<td>3.49</td>
</tr>
<tr>
<td>UK19</td>
<td>32 oz.</td>
<td>12 oz.</td>
<td>4 oz.</td>
<td>16 oz.</td>
<td>KK19</td>
<td>9 oz.</td>
<td>418.10</td>
<td>3.47</td>
</tr>
<tr>
<td>UK20</td>
<td>32 oz.</td>
<td>11 oz.</td>
<td>5 oz.</td>
<td>16 oz.</td>
<td>KK20</td>
<td>10 oz.</td>
<td>411.26</td>
<td>3.43</td>
</tr>
</tbody>
</table>

**GUN SET UP**

- HVLP Gun = 10 PSI at the cap (Refer to spray gun manufacturer’s recommendations)
- Needle/Nozzle = 1.3 to 1.5 (Depending on the size of object being painted)
- Trigger Pull = 50% to 75%

**APPLICATION**

Kosmic Kandys may be applied over any of our SHIMRIN® bases or Kosmic Solid Colors. Always spray a test panel before committing to the job.

**NOTE:**

- KU150 & KU151 Catalyst are moisture sensitive and will not keep for long periods once opened. When doing small jobs, buy smaller containers to prevent spoilage. Keep container tightly sealed.
- Strain the paint into the paint gun. Apply 5 to 6 coats to achieve proper color. Start with 3 medium wet coats first, with 75% spray overlap. Finish with 2 to 3 full wet coats with 50% spray pattern overlap. Gun distance while spraying should be approximately 6 inches. Walk long objects. Allow flash time between coats.

**URETHANE FLASH TEST** - PAINT SHOULD BE STICKY AND NOT STRING WHEN TOUCHED AT THE WETTEST POINT BEFORE NEXT COAT IS APPLIED.

**NOTE:**

- Too long a dry time between coats may cause lifting. If finish feels dry, allow 12 hours at 70 degrees before re-coating. Scuff with maroon scuff pad to remove gloss or lightly wet sand with 500 or 600 wet. Use caution as too aggressive sanding can cause light and dark spots in the candy.

**NOTE:**

- Color strength will vary based on base color, number of Kandy coats, type and number of clear coats, and spray technique. LIGHTER BASE COLORS REQUIRE MAXIMUM NUMBER OF KANDY COATS FOR LONGEVITY. A base color tinted near the Kandy color eases application and improves longevity.

(CONTINUED)
KANDY APPLICATION TECHNIQUES

The application of “Kandy Type” finishes are among the most demanding of all finishes applied. Great attention must be paid in spray gun settings, number of coats and basic spray gun techniques. The following steps, when observed, provide consistent results.

Setting up the Spray Gun

- Know the equipment
- Check spray gun pattern, it must be consistent. (See Diagram One)
- Turn fluid knob in, to restrict trigger pull and reducer amount of Kandy delivered.
  This must be done for the first two to three coats to avoid streaking. A 75% pattern overlap is mandatory.

Application - The First 2 to 3 Coats

- Apply Kandy with recommended pattern overlap. (See Diagram Two)
- Spray gun should be 4 to 6 inches from surface.
- Do not apply Kandy panel to panel, spray entire length of object.
- Spray in straight lines, do not follow body lines. (See Diagram Three)

Application - Final Coats

- Adjust fluid knob for a larger pattern 5-7” apply additional 2 to 3 coats with 50% overlap.
- Allow each coat to stop “stringing” before applying next coat. Do not allow coats to completely dry to touch between coats.
- Apply 2 to 3 coats of UC or UFC urethane top coat clear, allowing Kandy only enough time to stop “stringing”. Do not allow Kandy to completely dry before cleaning or wrinkling and lifting is likely to occur.
  NOTE: Do not use USG100 Intercoat Barrier Klear. This is a base coat material. Use our Catalyzed UC or UFC Clear only.

CLEAR COATING

All Kandys must be clear coated with either UC35, UFC35 or UFC19 clears. DO NOT Allow the Kandy to go out of tack. Apply the clear as if it were the next coat of Kandy.
  NOTE: Too long a dry time between coats may cause lifting. If finish feels dry, allow 12 hours at 70 degrees before re-coating. Scuff with maroon scuff pad to remove gloss or lightly wet sand with 500 or 600 wet. Use caution as too aggressive sanding can cause light and dark spots in the candy.

DRY TIME

- Air dry at 70 degrees = 24 hours
- Force dry at 140 degrees = 30 minutes flash time, 2 hours bake, with 1 hour cool down.
  NOTE: Based upon weather conditions, number of coats, solvent speed, etc. It is not unusual for the Kandy job to remain soft for extended periods of time. This does not mean the finish is uncured, it indicates the finish is holding solvents and will need additional time to fully harden.

FINISHING AND POLISHING

- In a 70 degree shop, allow 24 hours for dry time before polishing.
  See tech sheet for information on Polishing & Finishing.
CLEAN UP
Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

TECHNICAL DATA (See Low VOC Data Sheet For Specific Values For Each Product)
- Coatings Category: Color Coating
- Actual VOC RTS less exempt solvents: 2.02 lbs./gal. (242.7 g/L) max.
- Regulatory VOC RTS less exempt compounds: 3.5 lbs./gal. (420 g/L) max.
- Density: 9.69 lbs./gal. (1163 g/L) (Max. VOC Color)
- Weight % Volatiles: 69.25%
- Weight % exempt compounds: 48.37%
- Weight % water: 0%

HEALTH AND SAFETY

IMPORTANT The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components, since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition. Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
GENERAL INFORMATION
Kosmic Kandy Karrier UC25 is a 2.1 VOC product that meets the VOC's for SCAQMD Rule 1151 and SJVAQMD Rule 4602 & 4612 Phase II compliancy. UC25 is designed to be used as a carrier for our KK Kondratives to duplicate our UK Kandy Kolors over our Shimrin® Base Coats. UC25 is medium solids, 30% solids as applied, and has the same application properties as our conventional UK Kandy’s. UC25 features excellent clarity. It has excellent weathering and ultraviolet resistance.

- REFER TO OUR TECH SHEET ON UC25 / KK URETHANE KANDY MIX RATIOS & APPLICATION

TECHNICAL DATA (See Low VOC Data Sheet For Specific Values For Each Product)
- Coatings Category: Color Coating
- Actual VOC RTS less exempt solvents: 0.60 lbs./gal. (72.4 g/L) max.
- Regulatory VOC RTS less exempt compounds: 1.59 lbs./gal. (191 g/L) max.
- Density: 10.23 lbs./gal. (1228.0 g/L) (Max. VOC Color)
- Weight % Volatiles: 71.8%
- Weight % exempt compounds: 65.9%
- Weight % water: 0%

HEATH AND SAFETY

IMPORTANT: The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components, since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition.
Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
GENERAL INFORMATION
Below is a brief description of all components that currently meet both VOC rules for SCAQMD’s Rule 1151 and SJVAQMD’s Rules 4602 & 4612 Phase II if used as outlined in Appendix “A” of this technical manual.

IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)
• ALL OF THE COMPONENTS LISTED BELOW CANNOT BE SPRAYED ALONE AND MUST BE MIXED INTO OTHER PRODUCTS PRIOR TO APPLICATION.
• FOLLOW ALL MIXING AND APPLICATION PROCEDURES AS OUTLINED IN THIS MANUAL UNDER APPENDIX “A”.
• IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE AT (800) 844-4130.

KV1 KOSMIC KONVERTOR
KV1 Kosmic Konvertor is an additive for Shimrin® base coats and was developed to effectively lower the VOC’s of House of Kolor’s Shimrin® Base Coats to meet the VOC limits of 3.5 lbs / gal VOC for SCAQMD Rule 1151 and SJVAQMD Rule 4602 & 4612 Phase II. This is accomplished by using low molecular weight urethane resins and exempt solvents thereby increasing the solids of our Shimrin base coats and lowering the VOC to 3.5 lbs / gal or lower. KV1 replaces the reducer in most Shimrin® products.

(See KV1 Kosmic Konvertor Technical Data Sheet In This Manual)

REDUCERS
House of Kolor® reducers were specifically designed to be used in our products only. UNDER NO CIRCUMSTANCES use other manufacturers reducers in House of Kolor® products. (For more information, refer to the tech data sheet in the main manual)

The below chart gives you the recommended temperature range and VOC information.

<table>
<thead>
<tr>
<th>Reducer</th>
<th>Recommended Temperature (°F)</th>
<th>Actual VOC (lbs./gal.)</th>
<th>Actual VOC (grams/liter)</th>
</tr>
</thead>
<tbody>
<tr>
<td>RU300</td>
<td>65 to 85</td>
<td>0</td>
<td>0</td>
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<tr>
<td>RU310</td>
<td>65 to 75</td>
<td>5.85</td>
<td>702.0</td>
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<tr>
<td>RU311</td>
<td>75 to 85</td>
<td>7.28</td>
<td>874.0</td>
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<td>RU312</td>
<td>85 to 95</td>
<td>7.42</td>
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<tr>
<td>RU313</td>
<td>95 to 110</td>
<td>6.57</td>
<td>788.0</td>
</tr>
<tr>
<td>RU315</td>
<td>This is a retarded and must be used sparingly</td>
<td>7.85</td>
<td>941</td>
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</table>

CATALYSTS (HARDENERS)
House of Kolor’s Hardeners are specifically designed to be used in our Shimrins / KV1 mix kandy’s, klear’s and sealers. They’re designed with the specific hydroxyl groups needed for proper cross-linking with our resins used in the manufacture our products. DO NOT use other manufacturers hardeners in House of Kolor’s products. (For more information, refer to the tech data sheet in the main manual)

The below chart gives you the recommended temperature range and VOC information.

<table>
<thead>
<tr>
<th>Hardener</th>
<th>Recommended Temperature (°F)</th>
<th>Actual VOC (lbs./gal.)</th>
<th>Actual VOC (grams/liter)</th>
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</thead>
<tbody>
<tr>
<td>KU150</td>
<td>65 to 85</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>KU151</td>
<td>85 to 110</td>
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</table>

Based upon the size of object being painted and shop conditions will determine which hardener to use.

KE170 KRATOR ELIMINATOR
KE170 is a fisheye additive that does not need to be used in every coat. Use KE170 to correct fisheye or crater defects. (For more information, refer to the tech data sheet in the main manual)

CAUTION: May not correct major silicone contamination. In that case, use a silicone oil - which will be required throughout the job.

USING KRATOR ELIMINATOR (KE170)
Add 1/2 - 2 capfuls of KE170 Krator Eliminator per mixed quart.
Use only when necessary. Once the problem is corrected you do not need to continue using KE170.

ACTUAL VOC INFORMATION: 6.94 lbs/gal (832 g/L)
AX01 ACCELERATOR™
Accelerator™ AX01 is a potent curing aid. Use Accelerator™ to speed dry time in cool shops on parts that must be handled (or sanded for artwork layouts) or re-coated the same day. Accelerator™ was designed for catalyzed urethanes to speed up cure time. (For more information, refer to the tech data sheet in the main manual)

MIXING ACCELERATOR™ (AX01)
Use sparingly, up to 1/8 teaspoon per mixed quart.
DO NOT EXCEED 1/8 TEASPOON PER MIXED QUART.
Carefully monitor dry time between coats. Accelerator™ will cause the urethanes to flash between coats much faster and can cause lifting if allowed too much time between coats. Use the touch test:
URETHANE FLASH TEST - PAINT SHOULD BE STICKY AND NOT STRING UP ON FINGER AT THE WETTEST POINT, BEFORE NEXT COAT IS APPLIED.

ACTUAL VOC INFORMATION: 6.63 lbs/gal (794 g/L)

FA01 FLATTENING AGENT
FA01 Flattening Agent is designed to reduce the gloss of our urethane clears. Flattening Agent will not effect adhesion but will increase hardness. It is great for under carriages, frames and engine parts where high gloss is not desired, but a tough, durable finish is.

NOTE: Large amounts of FA01 (8 oz. or more per “ready to spray” mixed quart) can cause reduction of flexibility, which should be considered before applying to flexible substrates. Do not exceed 16 oz. of FA01 per mixed quart. Adding more Flattening Agent beyond this point will have no effect on further gloss reduction.

(For mixing and other information, refer to the tech data sheet in the main manual)

ACTUAL VOC INFORMATION: 6.31 lbs/gal (757.0 g/L)

KK KANDY KONCENTRATES
KK Kandy Koncentrates are the same dyes used in our UK Kandys in a concentrated version. They can be used in our UC35 (See UC35 / KK Kandy mix under Appendix "A" of this manual) or in our SG150 Intercoat Pearl & Flake Carrier for artwork. They also can be added in limited amounts to our Ko-Seal® II as a tint. (For more information, refer to the tech data sheet in the main manual)

ACTUAL MAX. VOC INFORMATION: 5.23 lbs/gal (627.0 g/L)

(See Low VOC Data Sheet For Specific Values For Each Color)

DRY PRODUCT
The below dry pearl and flakes can be added to our SG150 Intercoat Pearl & Flake Carrier. (For mixing and other information, refer to the tech data sheets in the main manual)

DP & DR – Dry Pearls
F, MF, UMF – Flakes
KLG – Kosmic Long-Glo
IP – Ice Pearls
KPF – Kameleon® Pearls
KDP – Kosmic Pearls
KOP – Kameleon® Opals

HEALTH AND SAFETY

IMPORTANT The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components, since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition. Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
GENERAL INFORMATION

There are products we offer that currently DO NOT meet the rules under SCAQMD Rule 1151 & SJVAQMD Rules 4602 & 4612 Phase II VOC regulations and MUST NOT be used after December 31, 2008, if you are planning to do your Kustom Paint Job in any of the effected districts.

EFFECTED PRODUCTS THAT WILL NOT MEET THE CURRENT RULES AS OF 12/31/08

- PC – Universal Pearls
- MB – Marblizer®
- MC – Kosmic Krome
- UB04 - Single Stage Urethane
- UB05 - Single Stage Urethane
- UB06 - Single Stage Urethane
- UFBD4 - Single Stage Urethane
- UFBD5 - Single Stage Urethane
- UFBD6 - Single Stage Urethane
- UK – Kandy's (see UC35 / KK mix)
- SG100 – Intercoat Clear (see USG100 & SG150)
- HH – High Heat Black
- SBS10 – Bleed Check Sealer
- KU100 – Catalyst (replaced with KU150 & KU151)

We are working hard to develop these products in a low VOC version but we are not comfortable with the current technology that has been offered to us to date.

EFFECTED AREAS

The South Coast Air Quality Management District (Rule 1151) rule goes into effect July 1, 2008. Any product manufactured prior to July 1, 2008, can be used through December 31, 2008. This district consists of the following areas:

- Los Angeles County
- Orange County
- Western San Bernardino County
- Western Riverside County

The San Joaquin Valley Air Quality Management District (Rule 4602 and 4612 Phase II) goes into effect January 1, 2009. This district consists of the following areas:

- San Joaquin County
- Stanislaus County
- Madera County
- Merced County
- Fresno County
- Kings County
- Tulare County
- Western Kern County
GENERAL INFORMATION
KC20 POST SANDING CLEANER removes sanding residue as well as dirt, hand oils, and other light contaminants. KC20 will also reduce static when used on plastic and fiberglass parts. KC20 is designed for use in initial and final surface prep. However before sanding existing finish KCA100 should be used first. See instructions for KCA100 Wax and Grease Remover.

IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)
• IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE AT (800) 844-4130.

SUBSTRATE
KC20 is to be used over sanded surfaces, OEM finishes, sanded primers, cured sealers, fresh base coats, Pin Strips, Air Brush Art, and other sensitive surfaces.

APPLICATION
• Wash surface with mild detergent and water.
• Rinse and dry surface.
• Soak clean cloth with KC20.
• Wipe surface with KC20 and wipe dry with clean, dry cloth before product dries.

KC20 should not be allowed to dry on surface. If this occurs, reapply KC20 using a clean cloth and wipe dry.

NOTE: KC20 is the only cleaner recommended for cleaning Shimrin base coats prior to top coating.

TECHNICAL DATA
KC20 Falls under a separate rule than 1151 & 4602 / 4612 Phase II. (See appropriate rules for cleaners for your district)

HEALTH AND SAFETY

IMPORTANT: The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components, since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition. Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
KCA100 AEROSOL WAX & GREASE REMOVER
(APPENDIX "A")
Rule 1151 & Rules 4602 & 4612 Phase II

GENERAL INFORMATION
KCA100 WAX & GREASE REMOVER removes grease, wax, silicone, adhesives, tar, tree sap, insects and dirt. KCA100 is a quick flashing product designed to speed initial surface prep before sanding and body work. Don’t apply more than you can wipe clean before KCA100 dries, or no contaminants are removed. (Wiping cloths become contaminated, change regularly and dispose of properly).

IMPORTANT NOTES (PLEASE READ AND UNDERSTAND)
• IF YOU ARE HAVING TROUBLE UNDERSTANDING ANY OF THE DIRECTIONS IN THIS TECH MANUAL, PLEASE CALL OUR TECH SUPPORT LINE AT (800) 844-4130.

SUBSTRATE
KCA100 is to be used over unsanded surfaces and OEM finishes. DO NOT USE KCA100 over polyester fillers, primers, sealers, or during any step of paint application. It is surface prep cleaner only.

APPLICATION
• Wash surface with mild detergent and water.
• Rinse and dry surface.
• Spray the KCA100 liberally to the surface or onto a clear rag.
• Wipe surface with KCA100 and wipe dry with clean, dry cloth before product dries.

KCA100 should not be allowed to dry on surface. If this occurs, reapply KCA100 using a clean cloth and wipe dry.

TECHNICAL DATA
KCA100 Falls under a separate rule than 1151 & 4602 / 4612 Phase II.
(See appropriate rules for cleaners and Aerosols for your district)

HEALTH AND SAFETY

IMPORTANT The contents of this package have to be blended with other components before the product can be used. Before opening the packages, be sure you understand the warning messages on the labels of all components, since the mixture will have the hazards of all its parts. Improper spray technique may result in a hazardous condition. Follow spray equipment manufacturer’s instructions to prevent personal injury or fire. Follow directions for respirator use. Wear eye and skin protection. Observe all applicable precautions.

See Material Safety Data Sheet and Labels for additional safety information and handling instructions.
## VOC OF COMPONENTS AS PACKAGED
### Rules 1151, 4602, 4612 Phase II

<table>
<thead>
<tr>
<th>ITEM NUMBER</th>
<th>DESCRIPTION</th>
<th>CATEGORY</th>
<th>Actual VOC (g/L)</th>
<th>Regulatory VOC (g/L)</th>
<th>Density (g/L)</th>
<th>Wt. % Volatiles</th>
<th>Wt. % Exempt Volatiles</th>
<th>Wt. % Water</th>
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### SHIMRIN® BC & FBC METALLIC BASE COAT

| BC01        | SOLAR GOLD                    | Color Coating | 795       | 794       | 883.7     | 90        | 0         | 0         |
| BC02        | ORION SILVER                  | Color Coating | 738       | 737       | 947.2     | 77.9      | 0         | 0         |
| BC03        | GALAXY GREY                   | Color Coating | 747       | 747.3     | 919.6     | 81.26     | 0         | 0         |
| BC04        | STRATTO BLUE                  | Color Coating | 757       | 757.2     | 924.4     | 81.9      | 0         | 0         |
| BC05        | LAPIS BLUE                    | Color Coating | 757       | 757.2     | 924.4     | 81.9      | 0         | 0         |
| BC06        | METEOR MAROON                 | Color Coating | 755       | 755.6     | 928.0     | 81.4      | 0         | 0         |
| BC07        | GAMMA GOLD                    | Color Coating | 756       | 756       | 926.8     | 81.6      | 0         | 0         |
| BC08        | NOVA ORANGE                   | Color Coating | 753       | 751.9     | 940.0     | 80.1      | 0         | 0         |
| BC09        | PLANET GREEN                  | Color Coating | 755       | 753.8     | 936.4     | 80.6      | 0         | 0         |
| BC10        | PAVO PURPLE                   | Color Coating | 756       | 755.7     | 922.0     | 82.01     | 0         | 0         |
| BC11        | CINDER RED                    | Color Coating | 750       | 750       | 934.0     | 80.26     | 0         | 0         |
| BC12        | ZENITH GOLD                   | Color Coating | 749       | 749       | 944.8     | 79.29     | 0         | 0         |
| FBC01       | SOLAR GOLD                    | Color Coating | 799       | 799       | 942.4     | 84.8      | 0         | 0         |
| FBC02       | ORION SILVER                  | Color Coating | 807       | 807       | 917.2     | 88        | 0         | 0         |
| FBC03       | GALAXY GREY                   | Color Coating | 793       | 793       | 901.6     | 88        | 0         | 0         |
| FBC04       | STRATTO BLUE                  | Color Coating | 787       | 787       | 928.0     | 84.8      | 0         | 0         |
| FBC05       | LAPIS BLUE                    | Color Coating | 755       | 755       | 925.6     | 81.6      | 0         | 0         |
| FBC06       | METEOR MAROON                 | Color Coating | 758       | 758       | 919.6     | 82.4      | 0         | 0         |
| FBC07       | GAMMA GOLD                    | Color Coating | 761       | 761       | 929.2     | 81.9      | 0         | 0         |
| FBC08       | NOVA ORANGE                   | Color Coating | 749       | 749       | 937.6     | 79.9      | 0         | 0         |
| FBC09       | PLANET GREEN                  | Color Coating | 748       | 748       | 937.6     | 79.79     | 0         | 0         |
| FBC10       | PAVO PURPLE                   | Color Coating | 736       | 736       | 932.8     | 78.9      | 0         | 0         |
| FBC11       | CINDER RED                    | Color Coating | 738       | 738       | 935.2     | 78.9      | 0         | 0         |
| FBC12       | ZENITH GOLD                   | Color Coating | 754       | 754       | 944.8     | 79.8      | 0         | 0         |

### MBC SHIMRIN® METAJULS™ BASE COAT

| MBC01       | PALE GOLD                     | Color Coating | 756       | 756       | 937.6     | 80.6      | 0         | 0         |
| MBC01CF     | PALE GOLD (Coarse)            | Color Coating | 755       | 755       | 936.4     | 80.6      | 0         | 0         |
| MBC01FF     | PALE GOLD (Fine)              | Color Coating | 759       | 759       | 920.8     | 82.4      | 0         | 0         |
| MBC02       | PLATINUM                      | Color Coating | 754       | 754       | 935.2     | 80.6      | 0         | 0         |
| MBC02CF     | PLATINUM (Coarse)             | Color Coating | 755       | 755       | 936.4     | 80.6      | 0         | 0         |
| MBC02FF     | PLATINUM (Fine)               | Color Coating | 759       | 759       | 920.8     | 82.4      | 0         | 0         |

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**VOC Values reported as theoretical values based on calculations using EPA Test Method 24 and SCAQMD Method 303 for determination of exempt compounds.**
# VOC OF COMPONENTS AS PACKAGED

**Rules 1151, 4602, 4612 Phase II**

<table>
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*** VOC Values reported as theoretical values based on calculations using EPA Test Method 24 and SCAQMD Method 303 for determination of exempt compounds ***
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*** VOC Values reported as theoretical values based on calculations using EPA Test Method 24 and SCAQMD Method 303 for determination of exempt compounds. ***
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#### Rules 1151, 4602, 4612 Phase II

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*** VOC Values reported as theoretical values based on calculations using EPA Test Method 24 and SCAQMD Method 303 for determination of exempt compounds.
## VOC OF COMPONENTS AS PACKAGED
### Rules 1151, 4602, 4612 Phase II

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*** VOC Values reported as theoretical values based on calculations using EPA Test Method 24 and SCAQMD Method 303 for determination of exempt compounds
### VOC OF COMPONENTS AS PACKAGED  
**Rules 1151, 4602, 4612 Phase II**

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*** VOC Values reported as theoretical values based on calculations using EPA Test Method 24 and SCAQMD Method 303 for determination of exempt compounds ***
### VOC OF COMPONENTS AS PACKAGED
**Rules 1151, 4602, 4612 Phase II**

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<th>Regulatory VOC (g/L)</th>
<th>Density (g/L)</th>
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***VOC Values reported as theoretical values based on calculations using EPA Test Method 24 and SCAQMD Method 303 for determination of exempt compounds***
### VOC OF COMPONENTS AS PACKAGED
#### Rules 1151, 4602, 4612 Phase II

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<th>Regulatory VOC (g/L)</th>
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*** VOC Values reported as theoretical values based on calculations using EPA Test Method 24 and SCAQMD Method 303 for determination of exempt compounds ***
**ITEM NUMBER** | **DESCRIPTION** | **CATEGORY** | **MIXING RATIO** | **Actual VOC Ready for Use (g/L)** | **Regulatory VOC Ready for Use (g/L)** | **Density (g/L)** | **% Volatiles by Weight** | **% Exempt Compounds by Weight** | **% Water by Weight**
--- | --- | --- | --- | --- | --- | --- | --- | --- | ---
**PRIMERS & SEALERS**
KD2000 | DIRECT TO METAL PRIMER | Primer | 4 Parts KD2000 to 1 part KDA2000 to 10% RU300 | 164.4 | 250 | 1417 | 40.5 | 28.9 | 0
KS210 | KO-SEAL® II 2.1 VOC WHITE SEALER | Primer | 4 Parts KS210 to 1 part KU150 to 1 part RU300 | 123.3 | 249 | 1451 | 51.4 | 42.9 | 0
KS211 | KO-SEAL® II 2.1 BLACK SEALER | Primer | 4 Parts KS211 to 1 part KU150 to 1 part RU300 | 122.2 | 246 | 1438 | 51.5 | 43 | 0
KS212 | KO-SEAL® II 2.1 VOC SILVER METALLIC SEALER | Primer | 4 Parts KS212 to 1 part KU150 to 1 part RU300 | 101.5 | 240 | 1209 | 66.9 | 58.5 | 0
**SHIMRIN® BC & FBC METALLIC BASE COAT**
BC01 | SOLAR GOLD | Color Coating | 2 parts KV1 to 1 part BC to 1 part KU150 | 204.0 | 392 | 1028 | 67.55 | 47.7 | 0
BC02 | ORION SILVER | Color Coating | 2 parts KV1 to 1 part BC to 1 part KU150 | 206.1 | 387 | 1025 | 67.9 | 47.8 | 0
BC03 | GALAXY GREY | Color Coating | 2 parts KV1 to 1 part BC to 1 part KU150 | 207.9 | 400 | 1019 | 68.5 | 48 | 0
BC04 | STRATTO BLUE | Color Coating | 2 parts KV1 to 1 part BC to 1 part KU150 | 209.4 | 403 | 1022 | 68.4 | 47.9 | 0
BC05 | LAPIS BLUE | Color Coating | 2 parts KV1 to 1 part BC to 1 part KU150 | 207.6 | 400.8 | 1023 | 68.3 | 48 | 0
BC06 | METEOR MAROON | Color Coating | 2 parts KV1 to 1 part BC to 1 part KU150 | 209.4 | 395.2 | 1022 | 68.4 | 47.9 | 0
BC07 | GAMMA GOLD | Color Coating | 2 parts KV1 to 1 part BC to 1 part KU150 | 207.1 | 399 | 1025 | 68 | 47.8 | 0
BC08 | NOVA ORANGE | Color Coating | 2 parts KV1 to 1 part BC to 1 part KU150 | 206.8 | 399.8 | 1024 | 68.1 | 47.9 | 0
BC09 | PLANET GREEN | Color Coating | 2 parts KV1 to 1 part BC to 1 part KU150 | 207.1 | 398.2 | 1025 | 68 | 47.8 | 0
BC10 | PAVO PURPLE | Color Coating | 2 parts KV1 to 1 part BC to 1 part KU150 | 208.2 | 400.9 | 1020 | 68.4 | 48 | 0
BC11 | CINDER RED | Color Coating | 2 parts KV1 to 1 part BC to 1 part KU150 | 206.3 | 397.4 | 1026 | 67.9 | 47.8 | 0
BC12 | ZENITH GOLD | Color Coating | 2 parts KV1 to 1 part BC to 1 part KU150 | 206.3 | 397 | 1026 | 67.9 | 47.8 | 0

***VOC Values reported as theoretical values based on calculations using EPA Test Method 24 and SCAQMD Method 303 for determination of exempt compounds***
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<th>Density (g/L)</th>
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<th>% Exempt Compounds by Weight</th>
<th>% Water by Weight</th>
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*** VOC Values reported as theoretical values based on calculations using EPA Test Method 24 and SCAQMD Method 303 for determination of exempt compounds
### MBC Shimrin® MetaJuls™ Base Coat

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<th>ITEM NUMBER</th>
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<th>Regulatory VOC Ready for Use (g/L)</th>
<th>Density (g/L)</th>
<th>% Volatiles by Weight</th>
<th>% Exempt Compounds by Weight</th>
<th>% Water by Weight</th>
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### PBC Shimrin® Designer Pearl Base Coat

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***VOC Values reported as theoretical values based on calculations using EPA Test Method 24 and SCAQMD Method 303 for determination of exempt compounds***
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*** VOC Values reported as theoretical values based on calculations using EPA Test Method 24 and SCAQMD Method 303 for determination of exempt compounds.
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|------------|-------------|----------|--------------|-------------------------------|-----------------------------------|--------------|----------------------|-----------------------------|----------------|----------------|
| KBC13      | BURPLE      | Color Coating | 2 parts KV1 to 1 part KBC to 1 part KU150 | 202.8                          | 392                               | 1019         | 68.1                | 48.2                        | 0              |
| KBC14      | SPANISH GOLD | Color Coating | 2 parts KV1 to 1 part KBC to 1 part KU150 | 208.4                          | 400                               | 1017         | 68.7                | 48.2                        | 0              |
| KBC15      | TEAL        | Color Coating | 2 parts KV1 to 1 part KBC to 1 part KU150 | 208.2                          | 400.7                             | 1016         | 68.8                | 48.3                        | 0              |
| KBC16      | MAGENTA     | Color Coating | 2 parts KV1 to 1 part BC to 1 part KU150 | 207.9                          | 401                               | 1018         | 68.62               | 48.2                        | 0              |
| KBC17      | VIOLETTE    | Color Coating | 2 parts KV1 to 1 part BC to 1 part KU150 | 204.8                          | 395                               | 1024         | 67.9                | 47.9                        | 0              |
| KBC18      | PINK        | Color Coating | 2 parts KV1 to 1 part KBC to 1 part KU150 | 207.1                          | 399                               | 1019         | 68.42               | 48.1                        | 0              |
| KBC19      | SCARLET     | Color Coating | 2 parts KV1 to 1 part KBC to 1 part KU150 | 210.7                          | 405.7                             | 1018         | 68.9                | 48.2                        | 0              |
| KBC20      | PERSIMMON   | Color Coating | 2 parts KV1 to 1 part KBC to 1 part KU150 | 208.4                          | 399.6                             | 1017         | 68.7                | 48.2                        | 0              |
| KBC21      | MAJESTIC    | Color Coating | 2 parts KV1 to 1 part KBC to 1 part KU150 | 195.1                          | 374.4                             | 1049         | 65.3                | 46.7                        | 0              |
| UC35 / KK KANDY MIX |     |          |            |                                |                                   |              |                      |                             |                |
| 01 Series UK | Brandywine Urethane Kandy Mix | Color Coating | 32 oz. UC35 to 16 oz. KU150 to 12 oz. RU310, 11, or 12 to 3 oz. RU300 to 10 oz. KK01 | 238.6 | 418 | 1150 | 70.05 | 49.3 | 0 |
| 02 Series UK | Lime Gold Urethane Kandy Mix | Color Coating | 32 oz. UC35 to 16 oz. KU150 to 12 oz. RU310, 11, or 12 to 3 oz. RU300 to 10 oz. KK02 | 227.2 | 410 | 1153 | 70.3 | 50.6 | 0 |
| 03 Series UK | Wild Cherry Urethane Kandy Mix | Color Coating | 32 oz. UC35 to 16 oz. KU150 to 12 oz. RU310, 11, or 12 to 3 oz. RU300 to 10 oz. KK03 | 239.2 | 418 | 1150 | 70.1 | 49.3 | 0 |
| 04 Series UK | Oriental Blue Urethane Kandy Mix | Color Coating | 32 oz. UC35 to 16 oz. KU150 to 12 oz. RU310, 11, or 12 to 3 oz. RU300 to 10 oz. KK04 | 229.8 | 411 | 1155 | 70.4 | 50.5 | 0 |
| 05 Series UK | Cobalt Blue Urethane Kandy Mix | Color Coating | 32 oz. UC35 to 16 oz. KU150 to 12 oz. RU310, 11, or 12 to 3 oz. RU300 to 10 oz. KK05 | 232.1 | 413 | 1155 | 70.1 | 50  | 0 |
| 06 Series UK | Burgundy Urethane Kandy Mix | Color Coating | 32 oz. UC35 to 16 oz. KU150 to 12 oz. RU310, 11, or 12 to 3 oz. RU300 to 10 oz. KK06 | 230.4 | 409 | 1152 | 70  | 50  | 0 |

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<td>32 oz. UC35 to 16 oz. KU150 to 12 oz. RU310, 11, or 12 to 3 oz. RU300 to 10 oz. KK10</td>
<td>244.6</td>
<td>416</td>
<td>1138</td>
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<td>11 Series UK</td>
<td>Apple Red Urethane Kandy Mix</td>
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<td>32 oz. UC35 to 16 oz. KU150 to 12 oz. RU310, 11, or 12 to 3 oz. RU300 to 10 oz. KK11</td>
<td>229.1</td>
<td>410</td>
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<td>12 Series UK</td>
<td>Pagan Gold Urethane Kandy Mix</td>
<td>Color Coating</td>
<td>32 oz. UC35 to 16 oz. KU150 to 12 oz. RU310, 11, or 12 to 3 oz. RU300 to 10 oz. KK12</td>
<td>234.1</td>
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<td>13 Series UK</td>
<td>Purple Urethane Kandy Mix</td>
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<td>32 oz. UC35 to 16 oz. KU150 to 12 oz. RU310, 11, or 12 to 3 oz. RU300 to 10 oz. KK13</td>
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<td>32 oz. UC35 to 16 oz. KU150 to 12 oz. RU310, 11, or 12 to 3 oz. RU300 to 10 oz. KK14</td>
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<td>15 Series UK</td>
<td>Teal Urethane Kandy Mix</td>
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<td>32 oz. UC35 to 16 oz. KU150 to 12 oz. RU310, 11, or 12 to 3 oz. RU300 to 10 oz. KK15</td>
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<td>16 Series UK</td>
<td>Magenta Urethane Kandy Mix</td>
<td>Color Coating</td>
<td>32 oz. UC35 to 16 oz. KU150 to 12 oz. RU310, 11, or 12 to 3 oz. RU300 to 10 oz. KK16</td>
<td>232.1</td>
<td>415</td>
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<td>Violet Urethane Kandy Mix</td>
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<td>32 oz. UC35 to 16 oz. KU150 to 12 oz. RU310, 11, or 12 to 3 oz. RU300 to 10 oz. KK17</td>
<td>242.8</td>
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*** VOC Values reported as theoretical values based on calculations using EPA Test Method 24 and SCAQMD Method 303 for determination of exempt compounds.
<table>
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<tr>
<th>ITEM NUMBER</th>
<th>DESCRIPTION</th>
<th>CATEGORY</th>
<th>MIXING RATIO</th>
<th>Actual VOC Ready for Use (g/L)</th>
<th>Regulatory VOC Ready for Use (g/L)</th>
<th>Density (g/L)</th>
<th>% Volatiles by Weight</th>
<th>% Exempt Compounds by Weight</th>
<th>% Water by Weight</th>
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<tbody>
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<td>Scarlet Urethane Kandy Mix</td>
<td>Color Coating</td>
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<td>Persimmon Urethane Kandy Mix</td>
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<td>SG150</td>
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<td>Color Coating</td>
<td>2 Parts KV1 to 1 Part SG150 (premixed w/ Pearl or Flake) to 1 Part KU150</td>
<td>196.6</td>
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<td>UC35</td>
<td>KOSM eclectic URETHANE KLEAR</td>
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<thead>
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<th>% Water by Weight</th>
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<tbody>
<tr>
<td>AP01</td>
<td>ADHERETO® - For Metals &amp; Plastics</td>
<td>Adhesion Promoter</td>
<td>Use as supplied</td>
<td>828.0</td>
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<td>AP02</td>
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<td>Use as supplied</td>
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