



The **Kimikolor Kimiplaster** is a specialized stucco for obtaining different architectural finishes, it brings out natural tones such as APPARENT concrete and CHUKUM finishes, among others.

It is reinforced with cementing, minerals, inorganic R-UV pigments and specialized additives that aid adhesion and facilitate installation.

ADVANTAGES AND BENEFITS



- Excellent for more esthetic finishes.
- Useful for coating and protecting all sorts of interior and exterior facades: applicable on indoor and outdoor walls, ceilings, plateaus, and others.
- It can be under continuous water immersion.
- The product can be applied to swimming pools, fountains and ponds.
- It has excellent adhesion and a good level of flexibility.
- Ready for use, just add water.
- It can be applied on vertical and horizontal areas.

YIELD



On average, one 20-kilogram sack yields from 3 to 4 m² (9.8 to 13.1 ft²) with an average thickness of 3 mm. These numbers are estimates and may vary according to the thickness and the leveling of the previous finish (REVOCO or stucco).

MAINTENANCE



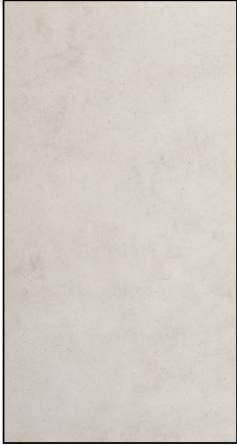
We recommend using **KIMIKOLOR KIMIAKRIL ACRYLIC VARNISH SEALER** to protect surfaces and intensify their color. This sealer will help protect the finish and avoid penetration of dust particles.

Acids should not be used, instead it is suggested to use chlorine tablets and clarifying liquids in swimming pools.

Seek advice from a water maintenance specialist for each particular pool on the quantity and proportion of products.



Kimiplaster Tones



Blanco Sascab KP-10



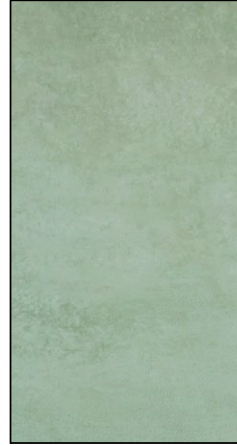
Concreto Aparente KP-42



Chukum KP-60



Laja Kaua KP-18



Jade Maya KP-48



Amarillo Ixil KP-26



Naranja Ticul KP-62



Rojo Conkal KP-58



Café Motul KP-34



Gris Ucu KP-44



Gris Opichén KP-70



Negro Zama KP-46

*Blue and green tones are suggested for interior use as they may lose their intensity due to UV exposure.



APPLICATION PROCEDURE

- We recommend applying over the cement patch (rich cement, patch and this will function as stucco). It may also be applied directly over putty with stucco finish. For pools we recommend applying over the putty, after the rich cement and patch, procuring the surface is properly moistened.
- All surfaces must be clean and free of any contaminants such as: oils, dust, grease, rust, loose particles and residue from other paint and covering.
- It is important to moisten the surface to which **KIMIPLASTER** shall be applied, especially if the area is old and very dry. For better results, we recommend applying **KIMIKOLOR KIMIBOND** Concrete Adhesive to enhance adhesion and reduce the permeability of the surface.
- Inside a bucket place 4 liters of water and mix **KIMIKOLOR KIMIPLASTER** in a mechanical mixer for 5 minutes or until the mix is homogenized. In case of not having a mixer, this can be done manually until the mixture is completely moistened and without lumps.
- A float should be used to spread the **KIMIKOLOR KIMIPLASTER**. Polish it with a trowel for burnishing.
- After applying **KIMIPLASTER** architectural mortar, the surface should be washed with abundant water. It is important to avoid cleaning with any type of acid or corrosive product as these may affect the cementitious finish. In the same manner, if **KIMIPLASTER** has been applied to swimming pools, avoid the use of any type of corrosive agents when the pool is full.
- When not in use the product should be stored in a dry area as it is sensitive to humidity due to its cement content.



PRECAUTIONS



Keep away from children. In case of swallowing do not induce vomit and seek immediate medical attention. In case of contact with eyes, rinse with abundant water and seek immediate medical attention. May irritate the skin, rinse with water, afterward you may wash with soap.

RISK CODE

Health	1
Flammability	0
Reactivity	0
Specific Risk	0
Personal Protection Equipment	E

RISK CODING

Health – Flammability – Reactivity

4. Severe – 3. Serious – 2. Moderate
1. Light – 0. Minimum.

Personal Protection Equipment:

Gloves, goggles and dust mask.