

Arena Wood Floor Sanding Seal







A VOC compliant water-based wood sanding sealer

Features

- VOC compliant
- Seals wood completely
- Colorless water-white non-yellowing film
- Quick dry time
- Minimizes sidebonding/panelization
- Virtually odorless
- Non-flammable
- Water clean-up

Available in:





Coverage:

Wood Seal

- 300–500 square feet per gallon
- Wait 2 to 3 hours before applying a second coat



Other Equipment needed:

- Low-speed, single disc floor machine (175 rpm) with 20-inch, #100, #120 or #150 grit screens or SPP pad (depending on floor inspection)
- Vacuum (for removing dust)
- 24-inch or 36-inch push broom (for sweeping and tacking)
- Terry cloth towels for tacking
- Putty knife or scraper
- Lightweight T-bar (18" or 24")

Preparation:

Follow MFMA guidelines for proper sanding.

Make certain that the floor is clear of contamination including oils, silicones, waxes, fillers, and stains that contain stearates as they may cause adhesion problems.

DIRECTIONS

This product is designed to be used as is (DO NOT DILUTE). Thinning or reducing with water is not recommended.

For sand-downs of existing floors, not for new floor installations.

Wood Staining:

Note: Refer to Buckeye Reflections Staining letter at http://www.buckeyereflections.com/resources

Recommended stains:

- 1. Test wood stain and top coat for compatibility.
- 2. Following the label instructions, apply wood stain.
- Wipe off any excess material with the grain, and let dry thoroughly (usually overnight).
- 4. Lightly sand stained areas with SPPs, vacuum and tack as needed with water moistened towels. Allow to dry thoroughly.
- Use a paint roller and apply Gym Bond at 2,000+ sq. ft. per gallon to the stained area. Allow the area to dry for at least 2 hours before top coating with Arena 50.
- Remove all tape and paper barriers from the floor as soon as Gym Bond has been applied.

Seal Coat Application:

Note: Always use a separate, clean, T-bar applicator for sealer and coating.

- With the HVAC off, apply Arena 50 with a lightweight T-bar applicator to bare wood.
- Let floor dry at least 2–3 hours with good ventilation for each coat.
 If more than 16 hours passes between coats, you must re-abrade the last coat.
- 3. At least two coats of **Arena 50** are recommended. Allow the last coat to dry for at least 12 hours.
- 4. When using a tint, add the suggested amount of water-based tint to Arena 50, and mix well using a small jiffy mixer attached to a drill. Pull tape and paper barriers after 2–3 hours. A third coat of Arena 50 applied wall-to-wall may be needed when using a tint.
- 5. Remove raised grain with a #120 grit screen, vacuum and tack as needed with water moistened towels. Allow floor to dry thoroughly for at least one hour or more.

Warning: Screens and particle dust from Arena 50 must be immersed in water.

Line Painting:

Note: Test paint before using. It is strongly recommended to use Gym Bond under and over paint for maximum adhesion.

- 1. Be sure floor is dry and apply blue painters tape.
- Then apply a thin coat of Gym Bond inside areas to be painted. Apply a thin, uniform coat at least 2,000 sq. ft. per gallon. Do not puddle or apply Gym Bond too heavy.
- 3. After Gym Bond has thoroughly dried at least 2 hours or more, paint areas with Buckeye approved paint and desired coats. Pull tape after painting. For a list of approved paints, see Buckeye Research Fact Sheet 1510 or contact a Buckeye representative. If using another manufacturer's paint, prepare a sample or test a small hidden area before applying paint to determine compatibility and adhesion.
- 4. Allow paint to dry 1–2 hours before pulling tape. If a second coat of paint is required, remove painters tape. Let lines dry 1–4 days depending on paint. Do not attempt abrading paint if there is any possibility that the paint might smear.
- Abrade dry paint with dry SPPs, vacuum, and tack as needed with water-moistened towels.
- If more than 48 hours have elapsed since abrading the surface to be coated/painted, re-abrade to ensure proper adhesion.
- 7. Tape floor plates with blue painters tape if desired.
- Apply Gym Bond wall-to-wall using flat mop microfiber applicators and a Reflections pour can with Gym Bond nozzle at 2,000+ square feet per gallon. Use only Buckeye approved applicators.

Coating:

- 1. Turn off HVAC.
- Wipe shoes on moistened towel before walking on Gym Bond. Finish with 2–3 coats of Arena 200, Arena 300 or Arena GameChanger.
- 3. Follow proper recoat windows for each Arena product.
- Turn on the HVAC to allow for proper drying and curing 2-3 hours after applying each coat. Allow the HVAC to run after final coat until sports play.

Adequate ventilation is imperative during curing time. Dry times will vary based on conditions. Do not apply when temperature is above 95° F or below 65° F, or when humidity is above 80%. Clean up with mineral spirits.

Troubleshooting

Slow dry - low curing temperatures, high humidity, lack of air movement, or lack of ventilation after coating.

Streaks - result when coating is applied too thin.

Fisheyes – foreign material on the surface such as oil, grease, or silicone.

Bubbling – results when coating is overworked with the applicator including

shaking the coating before application or high temperatures during application.

Peeling - improper floor prep.

Dirt particles – result from ineffective vacuuming and tacking, when the applicator is not "defuzzed" causing loose fibers in the film, or when room vents are not sealed off during application. **Hazy film** – results when there is high humidity during drying.

Steel Wool Pads - Do Not Use. Steel fibers will remain in the floor and will rust when coated.

String mops - Do Not Use. Mops apply unevenly and leave behind swirl marks.

Air Movement – Close all doors, windows, and turn off vent fans and AC fans. Premature curing can occur, disrupting flow and leveling.

Technical Specifications:

Color Very White pH 8.4 ± 0.2 Weight/Gallon 8.7 lbs. Solids $25 \pm 1\%$ Fragrance None added

polymer scent

Flash Point None VOC <100 g/L

Freeze Stability Keep from freezing

MFMA Approved