



## TECHNICAL DATA SHEET (TDS)

### KV3 MAXILUX - SELF SHINE STONE VARNISH

#### 1. PROPERTIES

KV3 MAXILUX is a self-polishing stone varnish that gives an immediate polish to granite, marble and other natural stone where mechanical polishing is not possible.

- Fast dry
- Easy to apply
- Instant shine to stone surface
- None yellowing

#### 2. APPLICATION AREAS

Marble, granite and other natural stone

#### 3. INSTRUCTIONS FOR USE

1. KV3 MAXILUX is ready to use.
  2. Apply by a cloth on totally dry and clean surfaces
  3. For a better appearance hone the surface with sand paper (grid 60 80,120,180).
  4. Spread the varnish uniformly without rubbing.
  5. The addition of another layer is advisable after about 15 minutes.
  6. The drying process will be accomplished in 30 minutes.
- Attention: Don't use on floors and for outdoor applications.

#### 4. COVERAGE

15-20 m<sup>2</sup>/Lt (One coat application)

#### 5. TOOLS REQUIRED FOR APPLICATION

Cotton cloth or brush, spray

#### 6. PACKAGING

PRODUCT CODE	VOLUME	PACKAGE
Can	1 Lt	12
Can	5 Lt	4
Drum	15 Lt	-



## 7. STORAGE AND SHELF LIFE

KV3 MAXILUX must be stored in airtight original containers at temperatures not exceeding 30°C and protected from direct sunlight and direct source of heat. If stored properly the shelf life is 12 month.

## 8. CAUTION

- Flammable
- Irritating to eyes
- Harmful, may cause lung damage if swallowed.
- Repeated exposure may cause skin dryness and cracking
- Vapours may cause drowsiness and dizziness
- Keep out of reach of children

## 9. SAFETY MEASURES

- Keep container tightly closed and store in a well-ventilated place.
- Keep away from food, drink and animal feeding stuff.
- Keep away from sources of ignition. No Smoking.
- Avoid eye contact
- Wear suitable protective glove.
- If swallowed, seek medical advice immediately and show this container or label
- Use only in well-ventilated places.

## 10. TECHNICAL DATA

Appearance	: Clear, liquid
Odor	: Typical
Density	: 1.25 ± 0,02 g/cm <sup>3</sup>
Type	: Solvent based