

MAGIC OIL 2K

PALLMANN® MAGIC OIL 2K is a 2-component hardened oil, penetrating finish for residential and commercial applications. It provides a velvety, matte finish that repels dirt and water and gives the floor a rich, European hand rubbed appearance.

Features

2-component

7 colors

Applicable over most stains

Extremely low odor

Diffusive

Velvety, matte sheen

Not heat-sensitive

Benefits

Fast curing and chemical resistant

Wide range of design options

Unlimited color options

Safe, non-offensive on jobsite

Easily spot repaired. Will not leave applicator marks. Blends with existing MAGIC OIL 2K

European, hand-rubbed look

Rated for in-floor radiant heat

systems

Technical Data

Colors:

Packaging: Comp A: Open mouth metal can

Comp B: Plastic bottle

Unit Size (A&B): .83 Liter (A), .17 Liter (B) Neutral

.80 Liter (A), .20 Liter (B) Colors

Neutral, Dark Brown, Red Brown, Grey, White, Black, Black-Brown

Odor: Non-offending

Solids: 98 % Gloss Level: Matte

VOC: Colors: Does not exceed 9 grams per liter

Neutral: Does not exceed 5 grams per liter

Stability: Minimum 12 months**

Coverage Rate: Approx. 350 – 500 sq. ft. per liter

Pot Life: 45 min – 60 min
Foot Traffic: 12 hours***
Fully cured: 24 hours***

Application Tools: Flat-bladed stainless steel trowel,

commercial floor buffer with RED and

WHITE pads

Storage & Working Store between 50 and 70 °F

Temp: $(10 - 20 \,^{\circ}\text{C})^{**}$ and apply at room

temperature 65 – 75 °F

(18 - 25 °C) for best results***

** Under optimal storage conditions
*** Under optimal application conditions

¹Neutral only





MAGIC OIL 2K Directions for Use:

BEFORE USING READ ALL DIRECTIONS AND SAFETY DATA SHEET (SDS). FOR PROFESSIONAL USE ONLY. This product meets or exceeds all state and federal clean air quality standards and reflects our commitment to personal health, indoor air quality and the environment. DO NOT THIN this product. Call the PALLMANN® division of Uzin Utz North America before using for technical advice if needed (1-866-505-4810).

Recommended Applicators: Flat-bladed stainless steel trowel, commercial floor buffer with RED and WHITE pads.

Finishing

Sand and prepare floor in accordance with NWFA sanding guidelines. Finish with 80 – 100 grit sandpaper with belt machine. Do not sand finer than a 120 grit screen. When using a multi disc sander if the floor is sanded too fine improper penetration of MAGIC OIL 2K will occur. Do not sand finer than 100 grit with a multi disc sander, and floor must be waterpopped prior to application of MAGIC OIL 2K.

Bring both containers (Comp A&B) to room temperature and stir well before use.

NEUTRAL: Mix 5 parts Comp A with 1 part Comp B (5 : 1 ratio) in a separate, clean, dry container. Stir thoroughly until mixture is uniform in color. DO NOT ADD WATER TO THE HARDENER OR FINISH! One bottle of hardener (Comp B) will activate one can of MAGIC OIL 2K Finish (Comp A).

COLORS: Mix 4 parts Comp A with 1 part Comp B (4:1 ratio) in a separate, clean, dry container. Stir thoroughly until mixture is uniform in color. DO NOT ADD WATER TO THE HARDENER OR FINISH! One bottle of hardener (Color Comp B) will activate one can of Magic Oil 2K Finish (Color Comp A).

Trowel Application

Pour a 6 - 8 inch pool of MAGIC OIL 2K directly onto the floor. Using a flat, stainless steel trowel (Item #12506), apply MAGIC OIL 2K across the floor. Add additional MAGIC OIL 2K to the puddle as needed.

Allow MAGIC OIL 2K to penetrate a minimum of 10 minutes but not more than 30 minutes following application. Remove excess MAGIC OIL 2K with a Red buffing pad under the buffer. When pad is saturated (leaves swirls or slings product), flip pad over and use reverse side or change to a new pad. Multiple Red pads will be required to remove excess MAGIC OIL 2K. With a gloved hand and a small White pad or coarse cloth rags, move excess MAGIC OIL 2K from corners and areas where buffer cannot reach.

Immediately after removing excess product with a Red buffing pad, buff the floor again using a White polishing pad. Multiple White polishing pads will be required to remove excess MAGIC OIL 2K. Second coat application can begin immediately after White polishing pad buffing on first coat. For best results, apply second coat the next day. NOTE: If floor has beveled edges or is hand-scraped, do not trowel apply. The buffer application is the preferred method.

Buffer Application

Pour a small amount of MAGIC OIL 2K into the center of the buffing pad. Start approximately 2 feet from wall. Work MAGIC OIL 2K into the floor ensuring that the entire floor is covered. Continue to add MAGIC OIL 2K as needed to maintain proper coverage rate. With a gloved hand and a small Red pad, work product into corners and edges.

Allow MAGIC OIL 2K to penetrate a minimum of 10 minutes but not more than 30 minutes following application. Remove excess MAGIC OIL 2K with a Red buffing pad under the buffer. When pad is saturated (leaves swirls or slings product), flip pad over and use reverse side or change to

Uzin Utz

PALLMANN I A Brand of Uzin Utz Group Aurora, CO 80011 USA | Phone: 720. 374.4810 pallmann.us@uzin-utz.com I pallmann.us a new pad. Multiple Red pads will be required to remove excess MAGIC OIL 2K. With a gloved hand and a small White pad or course cloth rags, remove excess MAGIC OIL 2K from corners and areas where buffer cannot reach.

Immediately after removing excess product with a Red buffing pad, buff the floor again using a WHITE polishing pad. Multiple White buffing pads will be required to remove excess MAGIC OIL 2K. Second coat application can begin immediately after White polishing pad buffing on first coat. For best results, apply second coat the next day.

Helpful Hints and Notes

- DO NOT recap MAGIC OIL 2K after hardener has been added as a vapor pressure explosion will occur.
- Larger jobs may require working in sections.
- When using a multi disc sander if the floor is sanded too fine improper penetration of MAGIC OIL 2K will occur. Do not sand finer than 100 grit with a multi disc sander, and floor must be waterpopped prior to application of MAGIC OIL 2K.
- When applying MAGIC OIL 2K over waterbase or solvent based stains, make sure stain is completely dry.
- Do not apply MAGIC OIL 2K over aniline dyes.
- After final buffing with the White polishing pad on the second coat, wait 20 minutes and then buff again with a White polishing pad. This additional buff-out will help remove any residual surface oil and even out the sheen for a more uniform appearance.
- While buffing, work backwards out of the job area to insure that all footprints are removed.
- Most wood species require 2 coats of MAGIC OIL 2K, some dense, exotic wood species or stained wood may only require 1 coat.

Curing

 When applying a two-tone MAGIC OIL 2K COLOR it is recommended that the floor is waterpopped prior to application of MAGIC OIL 2K.

MAGIC OIL 2K COLOR is fully cured in 24 hours, light foot traffic is acceptable after 12 hours. MAGIC OIL 2K NEUTRAL is fully cured in 12 hours, light foot traffic acceptable after 4 hours. Wait 24 hours before replacing rugs and mats.

Clean-Up

Tools and applicators should be cleaned with PALLMANN® CLEAN BOX wines

Maintenance

Put walk-off mats at all entrance doorways to keep out excessive dirt and grit. Sweep or vacuum as needed to clean floors with PALLMANN® MICROFIBER MOP. The recommended weekly cleaner is PALLMANN® HARDWOOD FLOOR CLEANER. Long term maintenance can be performed using MAGIC OIL 2K CARE. Information on frequency of use and directions can be found at www.pallmann.us.

Storage

MAGIC OIL 2K (not hardened) can be used hours or days after initial opening. Opened containers should be securely recapped and stored in a cool location until re-used. KEEP FROM FREEZING.

Disposal

Dispose of any unused/unwanted product or containers in accordance with local, state and federal regulations. Do not pour product into drains.

IMPORTANT NOTE: Contact of the product with pads or textiles produces a risk of spontaneous combustion (pyrophoric)! Be sure to dampen any pads, cloths or rags with water and keep/dispose of in tightly sealed containers.

