

NEW PRODUCT



2K URETHANE CHIP GUARD



SHAKE. SHOOT. DONE.

A job-sized, two-component, shake-and-shoot, texture coating for reproducing a variety of OE textures and chip guards. Two-component system helps eliminate common problems seen with one-component products such as long flash times, pinholes, solvent trap, delamination and solubility.

- **OEM recommended**
- 2K durability with 1K convenience
- Reproduces fine to coarse and light to heavy OE textures
- Builds heavy textures without trapping solvent
- No flash time required between coats
- 50 state compliant
- Pinhole free
- Easy to use shake-and-shoot system
- 16 defined textures with detailed instructions
- R.O. billable unit
- Non-yellowing and non-staining
- Tintable, paintable or can be used as a textured top coat
- Impact and chemical resistant
- Excellent for sound dampening



Part No.	Product	Size
52000	2K Urethane Chip Guard	Kit

KIT CONTAINS: 1 – 52008 Chip Guard 8 oz. filled pint
1 – 52004 Activator 4 oz.

SEM[®] 2K Urethane Chip Guard

For full details, refer to the Technical Data Sheet.

IMPORTANT:

No flash time required. Back to back application. If allowing to flash, only mix enough for one coat.

STEP 1 PREP

Clean with **SEM Solve** or **XXX Universal Surface Cleaner**.

Sand with P180 – P220 grit sandpaper.

Prime any bare metal areas and sand the primer with P180 – P220 grit sandpaper.

Blow off dust and tack clean.



Part No.	Product	Size
38371	SEM Solve	Gallon
38373	SEM Solve	20 oz. Aerosol
38374	SEM Solve	Quart
38375	SEM Solve	5 Gallon
77771	XXX Universal Surface Cleaner	Gallon
77774	XXX Universal Surface Cleaner	Quart

STEP 2 MIXING

2K Urethane Chip Guard is a shake-and-shoot system.

Pour entire **2K Urethane Chip Guard Activator** into the **2K Urethane Chip Guard**.

Add 1 oz. solvent-based tint (optional).

Shake bottle for 2 minutes.

Attach **2K Urethane Chip Guard** to the **2K Urethane Chip Guard Applicator**.

If using an HVLP/RP gun, pour into paint cup and attach to gun.

2K Urethane Chip Guard can also be mixed by part, volume or ratio. Access the **Technical Data Sheet** for mixing instructions.

STEP 3 APPLICATION

Coats: 1 – 4

Flash Time Between Coats: 0 – 20 minutes

Air Pressure: 20 – 110 psi when using **2K Urethane Chip Guard Applicator**

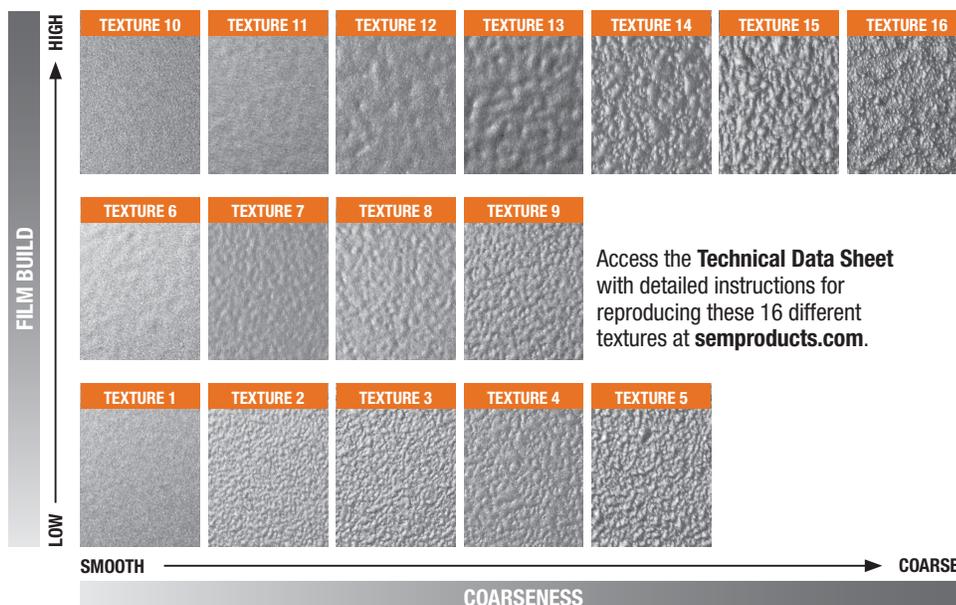
Air Pressure: 3 – 30 psi when using HVLP/RP gun

Top Coat Time: 20 minutes – 4 hours with waterborne or solvent-based paint

NOTE: If topcoating after 4 hours, **2K Urethane Chip Guard** must be scuffed. Follow top coat manufacturer's instructions for proper procedure.

NUMEROUS TEXTURES CAN BE ACHIEVED USING DIFFERENT TECHNIQUES

The chart below ranks 16 textures by coarseness (grain of texture) and film build (thickness of material on panel).



2K URETHANE CHIP GUARD APPLICATOR

For duplicating a variety of OE textures and chip guards.

- Specially designed extended tip to spray heavier textures
- Shorter pickup tube for use with **2K Urethane Chip Guard** bottle
- Tighter spray pattern for minimal overspray
- Reusable when cleaned with **XXX Universal Gun Cleaner**

Part No.	Size
71103	Each



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Learn about **2K Urethane Chip Guard**
semproducts.com/52000