

PUFAS EURO 3000 Vlies non-woven

Instructions for use: *PUFAS EURO 3000 Vlies* is ideally suitable for hanging nearly all kind of non-woven wallpapers by pasting the wall technique as also traditional technique of application. Usable indoor for mineral surfaces and gypsum boards.

Technical specifications:

Components:	starch ether, polyvinyl acetate powder
Density:	approx. 0.3-0.4 g/cm ³
pH-value:	approx. 10-11
Solubility:	ready for use after approx. 5 minutes
Usage:	approx. 200 ml/m ²

Surface preparation: The surface must be dry, firm, and dust and grease-free. Remove old, peeling wallpapers and distempers using *PUFAS Wallpaper Remover*. Make good cracks and holes using *PUFAS Interior* or *PUFAMUR Filler*. Pretreat highly absorbent, sanding and chalking surfaces using *PUFAS Deeply- Penetrating Primer – solvent free*.

Application: Stirring vigorously, sprinkle *PUFAS EURO 3000 Vlies* into 4 l clean, cold water and continue to stir for some minutes. Leave for approx. 5 minutes and then stir vigorously again.

Application onto the surface: for pasting form-stable non-woven wallpaper and many others – wallpaper manufacturers recommend pasting the surface. Apply the stirred *PUFAS EURO 3000 Vlies* for 1 to 2 strips of wallpaper evenly to the surface with a lambswool roll. Lay strip of wallpaper on the fresh bed of paste and press on evenly.

Application onto the wallpaper: Paste wallpaper evenly with *PUFAS EURO 3000 Vlies* and follow instructions of wallpaper manufacturer.

Always observe the wallpaper manufacturer's instructions for use.

Remove adhesive residues using a damp cloth.

Do not use if the object and room temperature are below + 5° Celsius!

Clean tools in water after use.

Mixing ratio:

for	Mixing ratio	Quantity of water per 200-g packet	Coverage of a 200-g packet
non woven wallpaper heavy wallpaper	1:20	4 l	25-30 m ²

Storage: Store in a cool and dry place!

Available size: 200 g collapsible box 021901031

Shelf life: Min. 5 years as of production date.
Date of manufacture – see print