

Roberts Designs

HOW TO SEAL CONCRETE

RECOMMENDED SEALING PRODUCTS

Heritage Finish (Penetrating): Natural Look/No Sheen Repels Water & Oil (2-3 coats)

Stone Shield (Penetrating): Natural Look/No Sheen Repels Water & Oil (2-3 coats)

All Stone Sealer (Penetrating): Natural Look/Sheen Coating (2-3 coats)

Paver & Concrete Seal (Surface Seal): Wet Look/Gloss Sheen Coating (2-3 coats)

Please note:

The number of coats required is dependent on porosity of the substrate being sealed.

More coats may be required for more porous substrates.

INITIAL CLEANING

- Once the concrete/pavers are laid and cured an initial clean should be done with Tasman Lift Off followed by a final clean with Tasman Tile Kleen to ensure surfaces are neutralised prior to any sealing work.
- Existing concrete should be cleaned with Tasman Tile Kleen (for light staining). A concentrated Tile Kleen solution will remove most problem stains. For heavy stains, or efflorescence, first clean with Tasman Lift Off followed by Tile Kleen to ensure surfaces are neutralised prior to any sealing work.
- A special floor-washing machine with liquid suction will produce best results.
- After cleaning ensure floors are rinsed thoroughly (2-3 times) with clean warm water.
- Ensure floor is completely dry before sealing.

SEALING

- All of the above sealers can be re-sealed without stripping, if the previous sealer is in sound condition.
- Sealers can be applied with a brush or lamb's wool applicator.
- Ventilate well.
- Do not allow excess Paver & Concrete Seal or Spray Seal to dry on the surface.
- Do not use a paint roller to apply sealer.
- Do not allow sealer to come in contact with painted trim.

MAINTENANCE

- We recommend cleaning with warm water and a small amount of Tasman Tile Kleen.

ALWAYS TEST

- Because concrete surfaces can be different, we recommend that a small test area is done to ensure that the appearance and protection is satisfactory.
- Allow at least 24 hours for sealers to cure before testing, depending on weather conditions.