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GAMECOURT® INSTALLATION GUIDELINES

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1. PROJECT / SITE CONDITIONS

- A. Jobsite to be clean, secure, weather tight. All permanent windows and doors shall be installed prior to the installation.
- B. Concrete sub floors on or below grade shall be adequately waterproofed beneath and at the perimeter walls and on earth side of below grade walls. It is the responsibility of the architect/engineer to determine the extent of this need.
- C. The general contractor shall furnish and install the concrete sub floors, depressing the slab sufficiently to accommodate the floor system. Slab depression shall be determined by the system thickness.
- D. It is NOT recommended to use any concrete curing agents or hardening / parting compounds. If used, it may be necessary to sand, grind or shot-blast the concrete for the adhesive to bond to the concrete substrate. A bond test is also recommended.
- E. The slab shall be steel troweled and finished smooth to a tolerance of 1/8" in any 10' radius. This tolerance should be measured in accordance with ASTM E1155. High spots shall be ground level, and low spots filled in with an approved leveling compound. Filling low spots is cosmetic only, not considered a structural repair.
- F. Cracks, grooves, voids, saw cuts, construction joints, saw joints, and expansion joints need to be filled with joint filler to provide a smooth surface. Joints should be flush with the floor. If joint filler is higher than the floor, scrape or sand accordingly. Do NOT use Gypsum based joint filler.
- G. Permanent light and electrical power shall be installed and operating prior to the installation.
- H. HVAC shall be installed and operating two weeks prior to installation, during and after installation. The temperature must be between 65-70° F., maximum humidity at 70% (50% is preferable).
- I. Do not install athletic flooring over new concrete until concrete has been cured and is dry. A minimum of 90 days is required. Typically, a new concrete slab will not meet the vapor emissions requirements listed below unless the slab has been installed and the area is sealed off to outside air (all windows, doors, roof, etc. are installed) for approximately 6 months or more.
- J. Prior to vapor emission / moisture testing, the HVAC must be up and running for a minimum of 72 hours (one week preferable) to condition the building.

- K. "Vapor emission / moisture testing MUST be performed prior to installation. Either the Calcium Chloride or the Relative Humidity (RH) tests may be performed. For the Calcium Chloride test, the vapor emission of the concrete slab should not be greater than 5 lbs./1000 SF/24 hours when tested per ASTM F1869. For the Relative Humidity test, moisture content must be less than 80% RH when tested per ASTM F2170. If both tests are performed, the higher value must be respected."
- L. Installation shall not begin until all masonry, painting, plaster, tile, marble and terrazzo work is completed, and overhead mechanical trades and painters have finished in the floor areas. All sub-contract work which would cause damage, dirt, dust or interruption of normal installation will be completed prior to the installation. Suspension of other trades' work may be authorized providing their work will not interfere with the installation or damage the newly installed flooring.
- M. The installation area shall be closed to all traffic and activity for a period to be set by the flooring contractor.
- N. Sub floors shall be clean, dry, and free from dirt, dust, oil, grease, paint, alkali, concrete curing agents, hardening and parting compounds, old adhesive residue or other foreign materials.
- O. Concrete subfloor surface pH level must be within the 7 to 8.5 range. The maximum pH level allowed is 8.5.

2. FLOOR PREPARATION

Inspect jobsite to see if area to receive synthetic flooring is ready as per the previously mentioned Project / Site Conditions. Necessary measures, such as scraping, sanding and grinding must be performed to remove all dirt, paint, drywall compound or anything that will prevent the adhesive from bonding the basemat to the substrate.

Disc sand entire floor to remove all foreign materials from the concrete subfloor and rough up the surface for proper adhesion. Use 36 grit sandpaper discs. Use these discs on a buffer with a sanding head (the type that has a hub for attaching the sandpaper).

After the floor is disc sanded, remove all dust and debris by first sweeping and then tacking the floor with methanol or water. Vacuum as necessary to remove all dust. This floor prep should be performed prior to unrolling the basemat as this will keep the basemat clean.

Protect bottom of walls with duct tape. Apply two rows of duct tape, holding off floor approximately 1/8". Tape all door jams with blue masking tape.

DOOR OPENINGS - If transition strips are specified and synthetic is to butt to carpet, vinyl or tile - install snap track. Fill snap track groove with cardboard or 1/8" masonite covered with duct tape. Scratch and wear coat will not adhere to duct tape. Roppe Corporation (800-537-9527 or <http://www.roppe.com>) makes vinyl reducers and metal snap track (for both straight and flexible applications).

3. INSTALLATION PREPARATION

Store materials in a secure, clean and dry location maintaining a minimum of 55° F and under 50% relative humidity. Ideal installation and storage conditions are the same as those which prevail when building is occupied. Store buckets upright and rubber underlayment rolls on their side.

INVENTORY AND SEPARATE MATERIALS - Check incoming product against the packing slips to ensure proper quantities are delivered. NOTIFY MOOSE SPORTS OF ANY DAMAGED OR SHORT SHIPPED QUANTITIES AS SOON AS POSSIBLE. This will allow us to get the correct quantities to you in a timely fashion. Check quantities shipped with the floor area square feet to ensure adequate product was shipped. Approximate coverage rates per working unit are:

| | | |
|---|-----------|--------------------------------------|
| Adhesive S9923 (Part B) & H7700 (Part A catalyst) | 43.2 lbs. | 325 SF per unit |
| Pore Sealer/Scratch Coat S9819-80 (Part B) & H9737 (Part A catalyst) | 43.5 lbs. | 345 SF per unit (for 2 applications) |

| | | |
|--|-----------|---|
| Wear Coat Pour S9801-80 (Part B) & H9714 (Part A catalyst) | 45.0 lbs. | 90 SF per unit (2mm pour) |
| Top Coat (3-part unit) F6031 (Part B) & P1007 (Part A catalyst) & ZA1187 (anti-foam) | 39.8 lbs. | 1050-1100 SF per unit |
| Line Paint (3-part unit – QUART) F6032 (Part B) & P1007 (Part A catalyst) & ZA1187 (anti-foam) | 1.92 lbs. | 45 SF/quart unit (270 lineal feet / unit / 2" line) |
| Line Paint (3-part unit – GALLON) F6032 (Part B) & P1007 (Part A catalyst) & ZA1187 (anti-foam) | 7.66 lbs. | 182 SF/gal. unit (1090 lineal feet / unit / 2" line) |

Note that the “A” component is the “ISO catalyst” component. Separate and mark a number on each “A” & “B” component with a magic marker, starting with #1 and mix the #1 “A” component with the marked #1 “B” component to ensure everything is mixed properly. **The water-based top coat (F6031 / P1007 / ZA1187) and game line paint (F6032 / P1007 / ZA1187) are 3-PART UNITS. The “P1007” is the catalyst and the “ZA1187” is an anti-foaming agent.** Proper inventory, separating and marking of materials will prevent the wrong mixing of materials or use of wrong materials.

IMPORTANT NOTE: A “chemical bond” between polyurethane layers is recommended and BEST. **A 2-day (48 hour) window is the MAXIMUM between all polyurethane coats to get a “chemical bond”.** If you go PAST the MAXIMUM of 48 hours, the floor will need to have additional prep in order to prepare for a “mechanical bond”. Please contact Moose for “mechanical bond” recommendations.

“IMPORTANT NOTE” Mixing Station

Set up a mixing station as close to area where synthetic flooring is to be installed. Have adequate power and light. Cover floor and walls in mixing station area with 6-mil polyethylene.

Proper mixing of 2-part and 3-part materials is critical to a successful installation. A clean, well organized mixing area will help in the proper mixing and application of synthetic materials.

TOOLS - PREP

- Brooms
- Vacuum
- Buffer with sanding head
- Sandpaper discs for buffer
- Patching/joint filler - Plani/Patch by Mapei or similar cement based compound
- Cement trowel
- Duct tape and blue tape (2")
- Snap Track / Transitions
- Drill / drill bit (or adhesive) to secure Snap Track to the concrete floor

4. GLUE THE BASEMAT

Unroll basemat and rough out to size allowing extra (a minimum of 6") on butt seams and at walls. **DO NOT PRECUT. REVERSE ROLL BASEMAT TO RELAX TENSION** (this is especially true for thinner basemat @ 6MM or less). Ideal room temperature for gluing is 70-75 degrees and low humidity.

Apply duct tape to your boots/shoes or wear boot slippers to keep the base mat as clean as possible.

After the basemat is rolled out (and may or may not need some time to relax), fold back first row from wall (fold back a little more than half way). Mix two-component Adhesive. The mixing team will mix adhesive units in sequence starting with number 1. Thoroughly pre-mix Part B (S9923) prior to adding Part A (H7700 catalyst). Add Part A (H7700) to Part B (S9923) while mixing Part B (S9923). Be careful not to splash Part A (H7700 catalyst) on you when pouring into bucket. Clean any contacted areas immediately and refer to SDS. Move mixer around bottom of unit and all around until the color

is consistent. Do not mix next unit until first unit is used up. Pour unit onto floor. Bucket can be placed up side down to drain adhesive from unit. **DO NOT SCRAPE SIDES OF BUCKET (the materials on the sides of the buckets are not well mixed. If you scrape the sides of the buckets, the next day you will have uncured spots all over the floor and you will have to repair all those areas).**

Trowel glue onto concrete floor with recommended notched trowel (3/32" X 3/32" X 3/32" V-notched trowel). Contact Beno J. Gundlach Company, Belleville, IL (618-233-1781) for a local distributor. Their stock item is RCA trowel (68.5 SF/Gal). Spread adhesive from wall to fold in basemat. After row is completed, roll basemat into fresh adhesive and make end cuts allowing 1/2"-3/4" gap between wall and basemat. Open up and fold back the first row and second row of basemat. The first row should be folded back sufficient enough to expose the adhesive. The second row should be folded back about half way. Apply adhesive to exposed concrete. After adhesive is applied to entire row, roll basemat back. Be sure side seams are not touching, but have a slight gap. Work the basemat across the room providing a 1/2"-3/4" gap at all floor openings, athletic equipment inserts, electrical openings and door jams. If the adhesive starts to set up and is very difficult to trowel, stop and mix more adhesive. Do not try to force the glue after it has begun to set.

"IMPORTANT NOTE" Placing the Basemat

Place adjacent basemat side seams with slight gap. BASEMAT MUST NOT BE IN COMPRESSION. If basemat is in compression, it will lift at seam and will not be adhered. End seams can be double cut, but after bottom cut piece is taken out, apply additional adhesive in area where cut piece is removed.

ADHESIVE SPREAD RATES - Be sure a proper amount of adhesive is being applied to floor. **On first unit of adhesive, check the square footage to see if the proper amount is being used.** The proper size notch is critical to this application. If notches are too deep, too much adhesive will be used and there will not be sufficient amount of adhesive to finish the job. If notches are too shallow, insufficient adhesive will be applied and basemat will not be adequately adhered to concrete.

Be sure and check trowel notches during installation to be sure they maintain the proper depth and re-notch with file if necessary. Clean trowel during installation and at end of day so glue will not clog up notches and effect spread rates.

ROLLING THE BASEMAT - After a few rows of basemat are installed into adhesive, roll with linoleum roller to set basemat into adhesive and eliminate air pockets. **Never leave roller on freshly glued basemat.** Set on unglued basemat or on concrete. Check all seams (especially end seams at the roll's core) and weight if necessary (use 1" X 6" weighted down with buckets of GAMECOURT® materials). Be sure the perimeter is rolled sufficiently. The roller should be almost touching the wall so the end of the basemat at the perimeter is completely rolled. If mat at perimeter rolls up, secure with weight.

Allow approximately 8 hours after gluing the basemat before proceeding to the next step.

TOOLS - GLUING THE BASEMAT

Heavy duty 1/2" mixing drill and mixing paddle

V-notch trowel (3/32" X 3/32" X 3/32")

Re-notch tool or rod saw to maintain proper openings on trowel (in order to maintain proper coverage of adhesive)

Utility knife with replacement blades

Linoleum roller - 75# or more

1" x 6" boards

5. SEAL THE BASEMAT – PORE SEALER / SCRATCH COATS

Remove 1" X 6" wood strips and buckets from basemat. Check basemat for any loose or hollow places and make repairs. Cut out hollow spots and replace with basemat. Check all seams for high ridges. Tape all inserts, insert covers, reducers and other obstructions with duct or masking tape. If basemat has become soiled during installation sweep, vacuum and clean prior to scratch coat application.

Use steel cement trowels to apply scratch coat material. Make sure all seems are substantially filled. Grind or file 1/4" radius on all corners. This small round off will help eliminate most of swirls and ridge marks.

MIX SCRATCH COAT – The mixing team will mix scratch coat units in sequence starting with number 1. Thoroughly mix Part B (S9819-80) then add Part A (H9737 Catalyst) to Part B (S9819-80) while mixing Part B (S9819-80). Be careful not to splash Part A (H9737 Catalyst) on you when pouring into bucket. Clean any contacted areas immediately and refer to

SDS. Move mixer around bottom of unit and all around until the color is consistent. Do not mix next unit until first unit is used up.

1st SCRATCH COAT - Start at perimeter and work into the center and towards a pre-planned exit. Solid fill perimeter, equipment and doorway voids. Force scratch coat into basemat side and end seams to be sure they are filled completely. This becomes critical as the thickness of the basemat increases. Look for any loose mat one more time. This will be identified by feel and/or may appear as a different shade or look.

If loose, cut out and fill with scratch if small area. Apply scratch coat without any “lick” marks or “ridges”. Bucket can be placed up side down to drain scratch coat from unit. **DO NOT SCRAPE SIDES OF BUCKET (the materials on the sides of the buckets are not well mixed. If you scrape the sides of the buckets, the next day you will have uncured spots all over the floor and you will have to repair all those areas).**

Allow 1st scratch coat to dry approximately 8-12 hours before applying the next scratch coat.

“IMPORTANT NOTE” Scratch Coat Application Rates

The first scratch coat will use approximately 60%-70% of material as the basemat and perimeter voids will absorb considerable amount of material.

PREP SEAMS & FLOOR - After scratch coat has cured, inspect basemat again for loose spots and do repairs. Prep seams by **LIGHTLY** sanding with 4-1/2” electrical grinder and 50 grit sandpaper. Run sandpaper over **ALL** seams being sure not to cut too deep as to expose raw basemat. This sanding should not produce significant amounts of dust so sweeping will not be required unless the floor has been soiled by other means. The 2nd scratch coat will self clean any minute sanding dust. In addition to the seams, check the entire floor for any imperfections or in the basemat or scratch coat material. Sand and/or repair the areas.

The prepping of the seams/floor will provide a smooth surface. This is critical as any “high” spots or seams in the floor may telegraph through the wear coat. The process of creating a smooth floor is an ongoing process throughout the entire basemat/scratch coat phase.

2nd SCRATCH COAT - Apply the 2nd scratch coat only after the floor has been inspected and prepped. As before, pay attention to seams since there may be some shrinkage of 1st scratch coat. Now is the time to final fill all seams and cut outs. Again, if loose basemat is found during application, cut out and fill with scratch coat. For these repairs overfill any cutouts as they will shrink. Any excess can be sanded level prior to wear coat.

INSPECT 2ND SCRATCH COAT - Prior to application of wear coat inspect basemat and scratch coat again for any licks or ridges. These can be sanded but extreme care must be taken as not to cut into unsealed basemat. Any unsealed basemat will cause imperfections in the wear coat. Allow 2nd Scratch Coat to dry approximately 8-12 hours before applying the 2mm Wear Coat.

“IMPORTANT NOTE” Importance of Proper Basemat and Scratch Coat Installation

The wear coat is only 2MM thick. This is approximately the thickness of a nickel. Any imperfections in the basemat or scratch coat that exceed this thickness may telegraph through. If these occur at a “high” spot in the concrete they will show even more as the wear coat “thins” slightly at these areas. The wear coat and top coat paint will not “cover up” poor or inadequate basemat/scratch coat applications. If there is proper installation of basemat and scratch coat the wear coat will require little prep work prior to painting.

TOOLS - SCRATCH COAT

Steel cement finishing trowels
Heavy duty 1/2” mixing drill and mixing paddle
Xylene, Toluene or Acetone
4-1/2” electrical grinder and 50 grit sandpaper.

6. APPLY THE 2MM WEAR LAYER – THE “POUR”

Measure room and divide square footage by number of wear coat units. Along the long wall place strips of masking tape indicating square footage and approximate number of wear coat units. Place these markings at regular intervals (every 10 units works well). These markings will provide a running gauge for application of the wear layer so the proper amount of material will be applied to the floor.

APPLICATION SQUEEGEE – The use of a notched squeegee is recommended to apply wear coat. For a 2MM lift a 24" rubber or neoprene squeegee can be cut with a razor knife with notches 3/8" deep and 3/8" wide. Layout the v-grooves with ink pen on masking tape applied to blank squeegee. Depending on the installer and how fast or slow they walk the size of the squeegee notches may vary, but not more than 1/16" (plus or minus) in any dimension. Seal off doorways and other transition areas to prevent wear coat from running off sealed basemat. A dam can be constructed with duct tape, foam weather-stripping (self stick type) or caulk.

"IMPORTANT NOTE" Plan For a Continuous Pour of the Floor

Prior to starting be sure everything is ready to go as once mixing has started, there can be no stopping until entire area has been covered with mixed wear coat. This is a monolithic pour. The material has to be poured wet to wet (not allowing the wear coat to set up). The Wear Coat sets up quickly so make sure to have enough crew members to keep the pour continuous.

MIX TWO COMPONENT WEAR COAT - The mixing team will mix Wear Coat units in sequence starting with number 1. Thoroughly pre-mix Part B (S9801-80) for at least 30 seconds prior to adding Part A (H9714 Catalyst). Add Part A (H9714) to Part B (S9801-80) while mixing Part B (S9801-80). Be careful not to splash the Part A (H9714 Catalyst) on you when pouring into bucket. Clean any contacted areas immediately and refer to SDS. Move mixer around bottom of unit and all around until color is consistent.

After wear coat is thoroughly mixed (mix for at least 2 minutes), **filter through fiberglass window screen into a clean 5 gallon bucket.**

DO NOT SCRAPE SIDES OF BUCKET (the materials on the sides of the buckets are not well mixed. If you scrape the sides of the buckets, the next day you will have uncured spots all over the floor and you will have to repair all those areas).

Use only these buckets to transport material out to floor. Mark as "transport buckets" to be sure only these buckets are used to transport mixed and screened material to floor. **DO NOT USE BUCKETS THE WEAR COAT COMES IN TO TRANSPORT MATERIAL.** There is a possibility unmixed material from sides of buckets will be deposited on floor and will not set up.

Apply 2MM wear coat with notched squeegee. Plan the pour so you leave yourself a good exit. If room is rectangular work across short dimension of room. Pour mixed material starting at wall and spread to proper thickness. Keep notches in trowel full of material. Do not overwork material. Pour the next bucket along wet line of previously poured material. Do not let wet line begin to cure - work evenly across floor.

"IMPORTANT NOTE" Monitor Your Usage During the Pour

Check usage rate at start and during pour to be sure correct amount of material is being applied to floor. If too little is applied seams may show through and if too much is applied you will run out of material. Adjust your usage rate if applying too little or too much wear coat material.

"IMPORTANT NOTE" Keep Leaf Blower on Hand

It is a good idea to always keep a leaf blower on hand. A leaf blower can be used to eliminate small bubbles that may occur during the mixing process OR bubbles that may occur due to high humidity situations.

After completing pour, clean up tools, mixing area and secure all doors going into work area to prevent any person from walking on uncured wear coat. Wait approximately 8-12 hours for Wear Coat to dry before applying Top Coat.

TOOLS - 2MM LIFT

Heavy duty 1/2" mixing drill

Mixing paddle

CLEAN 5-gallon buckets

Fiberglass window screen
V-notch rubber squeegee

7. WATER-BASED TOP COAT - THE "PAINT"

It is best to apply the Top Coat material the day after the 2mm pour, or NO LATER THAN 2 days (48 hours) after the 2mm pour. If the Top Coat is NOT applied within 48 hours, but it hasn't been longer than a week, the floor should be screened with a 220 grit paper or with a maroon pad (screen well enough to powder up the surface). Be careful when starting the buffer so it doesn't dig into the top coat – a good suggestion is to lightly mist the floor with water ahead of the buffer. Sweep or vacuum thoroughly and tack twice with **WATER** prior to applying the Top Coat. Do NOT tack or wipe floor with SOLVENT or ACETONE. **USE WATER.**

The Top Coat is water-based and it does NOT contain solvent. For water-based Top Coat a respirator is NOT required, but when working with any polyurethane materials there is an odor that may be offensive or may cause a reaction. Installers should take the proper protection measures when handling all polyurethane materials. Please refer to the MSDS for more information.

Check wear coat for imperfections. Sand these smooth with 150 grit sandpaper. If a coarser grit is required, finish sand using a 150 grit to remove scratches. If scratches are left in floor, they will telegraph through the top coat. Wipe dust from sanding with **WATER.**

Only 1 application of Top Coat is needed. **REMEMBER that the Top Coat is a 3-part unit.** Thoroughly pre-mix Part B (F6031) of Top Coat prior to adding Part A (P1007 catalyst) and the anti-foam (ZA1187). Add Part A (P1007) and anti-foam (ZA1187) to Part B (F6031) while mixing Part B (F6031). The mixing team will mix Top Coat units in sequence starting with number 1. Move mixer around bottom of unit for approximately 3 minutes and all around until the color is consistent.

DO NOT SCRAPE SIDES OF BUCKET (the materials on the sides of the buckets are not well mixed. If you scrape the sides of the buckets, the next day you will have uncured spots all over the floor and you will have to repair all those areas).

Pour through a screen directly into a clean bucket and transport to the floor area. Do NOT work from a pan, pour directly on the floor.

Use 18" or larger, high quality solvent resistant 1/2" nap soft woven roller covers (example: Sherwin Williams ref # 180-2370) for ALL rollers to apply the coating in a wet-to-wet method. Make sure that top coating is applied in an even manner to achieve coverage rate of approx. 1050 – 1100 SF for ROLLER application per unit. Please note that ROLLER application method is recommended, but the Top Coat can also be SPRAY applied. The approximate coverage is 900 - 950 SF per unit for SPRAY application. Contact Moose for more information for SPRAY application.

For best results using the water based top coat, have 3 men rolling; 1 person to apply and spread the paint and 2 people to back roll the paint.

You have approximately 40 minutes to apply the top coating once the Part A (P1007 Catalyst) and Anti-foam (ZA1187) has been mixed with the Part B (F6031). It is important to keep a WET EDGE and NOT apply the Water-Based Top Coating too thin or too thick. Work diligently to achieve the proper unit coverage rate by marking the walls.

IF THE WATER-BASED TOP COAT IS NOT APPLIED THICK ENOUGH, IT WILL DRY TOO QUICKLY, START TO SET UP AND ROLLER MARKS WILL OCCUR. IF THE WATER-BASED TOP COATING IS APPLIED TOO THICK, MUD-CRACKING MAY OCCUR. AGAIN, IT'S IMPORTANT TO HIT THE PROPER UNIT COVERAGE RATE!!!!

MOST IMPORTANT TO DO FOR WATER-BASED TOP COAT:

- 1) DO NOT USE PAINT PANS – POUR RIBBON DIRECTLY ONTO THE FLOOR
- 2) DO NOT APPLY TOO THIN
- 3) DO NOT APPLY TOO THICK
- 3) MOVE QUICKLY

If area is rectangular, work across short dimension of room. Starting along wall, use a 3" roller to cut in next to wall. Once cut in is done, the first roller applies material heavily to insure coverage across the short dimension of the room. The first roller works the material on the floor, usually 2 or 3 passes. It is recommended that the first roller applies paint at right angles to the second roller. The second roller evens out the material and picks up any excess. The third roller also evens out the paint and leaves a light stipple finish.

The second and third rollers should use a straight up and back motion and pick up the roller and move it over so as to half lap the next pass. The second roller should not paint in an "X" or "W" pattern. The width of pass across the floor is extremely critical to avoiding lap marks and creating an even application of finish. The recommended pass width is usually 4-6 feet. The narrower the pass, the more highly likely the applicator can get back to the overlap while still wet. Once the first pass is completed, the first roller starts a second pass. The first roller should apply the paint right next to the previous pass. The second roller will then go into the previous pass 6-8" and blend in the two passes. The third roller goes 10-12" into the previous pass and blends the two passes. If second roller becomes loaded with excess top coat, dry out by running roller next to wall. Do not let wet line become too dry. Work as quickly as possible and evenly across the floor.

After applying the top coat, discard rollers, clean up tools and secure all doors going into the work area to prevent any person from walking on fresh Top Coat. Allow approximately 12-24 hours for the Top Coat to dry before applying the Game Line Paint. High humidity will slow drying significantly.

Left over / mixed Top Coat can be saved for "touch ups" 1-2 days later. Make sure to seal the pail WELL so air can't get in. Prior to doing "touch ups", re-mix Top Coat thoroughly.

TOOLS – PAINTING

Heavy duty 1/2" mixing drill and small mixing paddle

18" wide – 1/2" high quality, solvent resistant roller covers (can be purchased from Wesley Enterprises at 888-276-6030)

Heavy duty roller frames and extension poles

CLEAN 5-gallon buckets

New roller cages

3" wide roller frame (for cutting in along walls)

Fine mesh white paint screen (white screens can be purchased from Sherwin Williams)

8. GAME LINES

Allow sufficient drying time of Top Coat (12-24 hours) before painting lines. Drying time will depend on temperature and humidity. Use only good quality masking tape. **Recommended tape is 3M-#233 green automotive masking tape. NO BLUE TAPE.** It is important to press the tape down with the tape machine rollers again (without the tape in the tape machine) IMMEDIATELY BEFORE you apply the paint to ensure the paint does not leak under the tape.

APPLY GAME LINES WITHIN 2 DAYS (48 hours) OF APPLYING TOP COAT PAINT. If game lines are applied after this time frame, there is a good possibility they will not stick. If lines are applied beyond the above time frame, screen the surface with 220 grit paper and wipe with **WATER (NOT SOLVENT)** TWICE prior to applying game lines.

Use brushes or rollers for painting game lines. **REMEMBER that the Line Paint is a 3-part unit.** Thoroughly pre-mix Part B (F6032) of Line Paint prior to adding Part A (P1007 catalyst) and the anti-foam (ZA1187). Add Part A (P1007) and anti-foam (ZA1187) to Part B (F6032). The mixing team will mix Line Paint units in sequence starting with number 1.

DO NOT SCRAPE SIDES OF BUCKET (the materials on the sides of the buckets are not well mixed. If you scrape the sides of the buckets, the next day you will have uncured spots all over the floor and you will have to repair all those areas).

If using a brush, back roll with a roller to apply a light texture to game line paint. Light colors (white and yellow) will usually require two coats. If applying 2 coats, wait approx. 3 hours between coats. Once the game line painting is complete, **PULL THE TAPE. DO NOT ALLOW GAME LINE TAPE (EITHER PAINTED OR UNPAINTED) TO REMAIN IN PLACE OVERNIGHT.**

TOOLS – GAME LINES

Game line taping machine

Masking tape

Mixing drill and small mixing paddle

Rollers and frames

Small paint roller pans

Paint brushes

9. DISPOSAL

Dispose all debris and unused material in accordance with all Federal, State and Local statutes.