



PLASTIC REPAIR AND REFINISHING PROCEDURES

As more fenders, bumper covers, dashboards and interior trim panels need to be repaired and refinished, technicians have made **SEM** “The Right Choice” for their plastic repair and refinishing needs.

In the past, technicians could not start the repair until they identified the plastic from which the damaged part was made. **SEM** eliminates this step by identifying three basic plastic categories: flexible, rigid and extra rigid, and then prescribes specific procedures and necessary products for repairing each type of plastic.

FLEXIBLE PLASTICS

PUR Polyurethane
TPUR Thermoplastic Polyurethane
RIM Reaction Injection Molded Urethane
 And similar plastics

EXTRA RIGID PLASTICS

SMC Sheet Molded Compound
FRP Fiberglass Reinforced Polyester
PC/ABS
HPA Honda Polymer Alloy
PPO/PA Rigid Polymer Alloy
GTX Alloy blend of nylon
 And similar plastics

RIGID PLASTICS

ABS Acrylonitrile Butadiene Styrene
E/P-TPO Ethylene/Propylene Thermoplastic
PC Polycarbonate
PP Polypropylene
TPO Thermoplastic Olefin
TPE Thermoplastic Elastomer
UP Polyester Thermoset
EPDM Ethylene Propylene Diene Monomer
 And similar plastics



REPAIRING FLEXIBLE AND RIGID PLASTIC

MATERIALS



3833() SCUFF & CLEAN & gray scuff pads



3835() PLASTIC & LEATHER PREP
& lint free towels or
4040() ZERO VOC SURFACE CLEANER
& lint free towels



77713 XXX BUMPER STRIPPER
or 39913 URETHANE BUMPER STRIPPER



Grinder with 24 grit disc



70006 PLASTIC REPAIR
REINFORCING TAPE

INSTRUCTIONS

- 1 Clean first with **3833() SCUFF & CLEAN** and a gray scuff pad. Rinse with water and dry.



- 2 Clean with **3835() PLASTIC & LEATHER PREP** using a clean lint free towel and wiping in one direction. Or, apply **4040() ZERO VOC SURFACE CLEANER** and clean with a lint free towel until dry. If contamination still exists after cleaning, water will bead on the surface. Repeat until beading no longer occurs.



TECH TIPS

Wiping in one direction will remove contaminants from the surface, rather than smearing contaminants around.

NOTE: If the part to be repaired has been refinished, use **77713 XXX BUMPER STRIPPER** or **39913 URETHANE BUMPER STRIPPER** to remove the refinish material.

- 3 Cut or grind away ragged edges. Sand with 80 grit paper 2-3" around damaged area.



- 4 At low RPM, using a 24 grit disc, gradually "V" groove or dish out the damaged area.

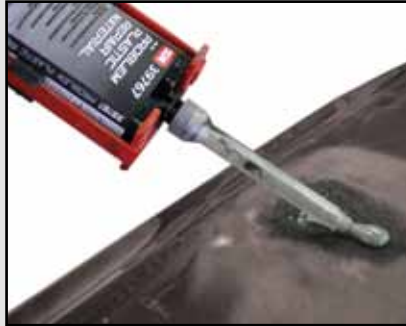


- 5 Reinforce large holes with **70006 PLASTIC REPAIR REINFORCING TAPE**. In such cases, clean the back side of the repair as outlined in steps 1 and 2. Cut or grind away ragged edges. Grind 3-4" around the damaged area using a 24 grit disc at low speed. Lay **70006** over the damaged area. Dispense repair material 2-3" beyond the repair area. Use a putty knife or spreader and press repair material firmly into repair area to eliminate air pockets.



INSTRUCTIONS

- 6** Fill the front side of the repair area with repair material. Use a putty knife or spreader and press firmly into repair area to eliminate air pockets. Overfill repair material higher than surrounding area to allow for sanding.



FEATURES OF SEM REPAIR MATERIALS

- State of the art epoxy technology adheres to substrates other repair materials cannot.
- Superior adhesion for a strong and long lasting repair.
- Does not shrink or pinhole which speeds up the repair process.
- Excellent sanding and feather edge qualities for flawless repairs.
- Saves money and time - no adhesion promoter necessary.

- 7** Allow repair material to cure for 15-20 minutes before sanding with 80 grit paper. Finish sanding with 180 grit paper.

- 8** For slight imperfections, reapply a skim coat of repair material, **40482 BUMPER BITE**. Re-sand with 180 grit sandpaper and clean with **3835() PLASTIC & LEATHER PREP**.



- 9** Apply refinishing system of choice. See pages 6-7 for details.

MATERIALS

For **ABS, TPO, PP, PPO, EPDM, TEO** or **TPE** use:



39767 PROBLEM PLASTIC REPAIR MATERIAL
or **68422 MINI-MAX BUMPER REPAIR MATERIAL**

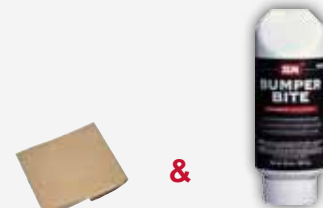
For **PUR, RIM** or **TPUR** use:



39847 MULTI-PLASTIC REPAIR MATERIAL



180 grit sand paper



180 grit sand paper & 40482 BUMPER BITE

TECH TIPS

If the type of plastic being repaired is unknown, grind the plastic with a 24 grit disc at high speed. If the plastic begins to smear and melt, use **39767 PROBLEM PLASTIC REPAIR MATERIAL** or **68422 MINI-MAX BUMPER REPAIR MATERIAL** to complete your repair. If the plastic is flexible and powders when you grind it, use **39767** or **39847** to complete the repair.

REPAIRING EXTRA RIGID PLASTIC

MATERIALS



3833() SCUFF & CLEAN & gray scuff pads



3835() PLASTIC & LEATHER PREP
& lint free towels or
4040() ZERO VOC SURFACE CLEANER
& lint free towels



80 grit sand paper & a grinder with 36-40 grit
disc & 3835() PLASTIC & LEATHER PREP
& lint free towels



70006 PLASTIC REPAIR REINFORCING TAPE
& 39337 DOOR SKIN & SMC ADHESIVE
or 39907 NON-SAG FAST SET ADHESIVE
or 4050() QUICK SET 50

Application Guns Available:
70019 1.7 OZ MANUAL APPLICATOR GUN
70039 UNIVERSAL PNEUMATIC APPLICATOR GUN
71119 UNIVERSAL MANUAL APPLICATOR GUN

INSTRUCTIONS

- 1 Clean thoroughly with **3833() SCUFF & CLEAN** and a gray scuff pad. Wipe off with a damp towel and dry.



- 2 Clean with **3835() PLASTIC & LEATHER PREP** using a clean, lint free towel and wiping in one direction. Or, apply **4040() ZERO VOC SURFACE CLEANER** and clean with a lint free towel until dry.



NOTE: Use caution during cleaning process to avoid saturating exposed fibers with water or solvent.

- 3 Sand with 80 grit 2-3" around damaged area. Using a 36-40 grit disc, gradually "V" groove or dish out the damaged area making a gradual taper 1 1/2" wide leaving no sharp edges. Blow off to remove dust and clean again with **3835() PLASTIC & LEATHER PREP**. Blow off again to ensure surface is completely dry.



NOTE: For cosmetic repairs, skip to step 6. For structural repairs, such as a puncture, continue to step 4.

- 4 Large holes should be reinforced with **70006 PLASTIC REPAIR REINFORCING TAPE** or a backer panel made from scrap SMC, fiberglass or similar plastic. Cut and fit scrap material to be used as a backer panel, making certain the original contour of the panel being repaired is followed as closely as possible. Grind bonding surfaces with 36 grit disc. Bond backer panel in place with **39337 DOOR SKIN & SMC ADHESIVE**, **39907 NON-SAG FAST SET ADHESIVE** or **4050() QUICK SET 50**. **39907, 39337 or 4050() MUST BE USED FOR STRUCTURAL REPAIRS.**



39337 DOOR SKIN & SMC ADHESIVE

A non-sag, two component adhesive for bonding door skins to door frames as well as SMC to SMC and SMC to metal.

Working time: 25-30 minutes

39907 NON-SAG FAST SET ADHESIVE

A fast bonding material for most plastics that works as a multi-purpose adhesive for when quick setting is needed.

Working time: 2-3 minutes

4050() QUICK SET 50

A fast curing, general purpose urethane adhesive designed for automotive plastic repair.

Working time: 45-60 seconds

INSTRUCTIONS

- 5** Clean out all excess adhesive from the area to be filled. This is most easily done just after set time with a scraper or razor blade. Otherwise, carefully grind out with a 36-40 grit disc. If this material is not removed, it could cause swelling commonly known as a “bull’s eye” or “halo”.



- 6** Mix a 1” ribbon of cream hardener with a golf ball sized amount of **39542 CARBO FILL**. Do not over catalyze or mix more than can be used in 3-5 minutes. Mix thoroughly to a uniform color.



Grinder with 36-40 grit disc



39542 CARBO FILL

FEATURES OF 39542 CARBO FILL

- Prevents swelling for invisible repairs.
- Resists staining and shrinkage.
- Easy to sand formulas save time and labor.
- Quick cure time – sand in only 10-15 minutes.

Formulated for exceptional cosmetic and structural repair for SMC, FRP, HPA and PPO/PA. **Carbo Fill** eliminates the risk of swelling the substrate, which is typically viewed as a “bull’s eye” or “halo” by providing the same expansion and contraction characteristics as the original substrate. **39542** is carbon fiber enriched for extra strength and durability.

- 7** Fill repair area with chosen repair material. Use a putty knife or spreader and press firmly into repair area to eliminate air pockets. Apply repair material higher than surrounding area to allow for sanding.



- 8** Allow repair material to cure for 10-15 minutes before sanding with 80 grit paper. Finish sanding with 180 grit paper.



- 9** For slight imperfections, reapply a skim coat of repair material and finish sanding with 180 grit sandpaper.

- 10** Apply refinishing system of choice. See pages 6-7 for details.

REFINISHING

MATERIALS



3835() PLASTIC & LEATHER PREP
 & lint free towels **or**
4040() ZERO VOC SURFACE CLEANER
 & gray scuff pads



or



3913() FLEXIBLE PRIMER SURFACER **or**
420()3 HIGH BUILD PRIMER SURFACER



38203 GUIDE COAT BLACK



320 - 400 grit sand paper

INSTRUCTIONS

- 1** Blow off surface. Clean with **3835() PLASTIC & LEATHER PREP** using a clean, lint free towel and wiping in one direction. Or, use **4040() ZERO VOC SURFACE CLEANER** and scrub with a clean gray scuff pad. Rinse with water and dry.



- 2** To fill sand scratches and prepare the surface for painting, apply **3913() FLEXIBLE PRIMER SURFACER**, **420()3 HIGH BUILD PRIMER SURFACER** per directions.



	Flexible	Easy to Sand	High Build	Plastics	Metal and Aluminum	Water Based
3913()	•	•		•		
420()3	•	•	•	•	•	

- 3** Allow primer to dry according to directions. Apply **38203 GUIDE COAT BLACK** per directions.

38203 GUIDE COAT BLACK

Gives the autobody technician a visual guide to a smooth surface when sanding most primer surfacers.



- 4** Dry sand with 320-400 grit paper. Blow off surface and tack clean with a tack cloth.

NOTE: Do not wet sand.



INSTRUCTIONS

5 After priming and sanding, apply the paint system of choice.

When additional flexibility is required, SEM offers **39728 SUPER SEM FLEX**. **39728** is universal and is compatible with most major paint companies' materials.



SEM BUMPER COATER AEROSOLS are available in many OEM colors to match most contrasting domestic and foreign bumpers.

MATERIALS



3910() FLEXIBLE BUMPER COATER or 3910()-LV LOW VOC FLEXIBLE BUMPER COATER

TECH TIPS

If the plastic part is too damaged to repair, aftermarket parts or OEM replacements may be used. Many of these parts are made from TPO, PP, EPDM and similar thermoplastics. **7772() XXXADHESION PROMOTER** and **3986() PLASTIC ADHESION PROMOTER** promote adhesion of topcoat materials to these problem plastics ensuring a quality repair.



DUPLICATING A TEXTURED FINISH



3985() TEXTURE COATING allows you to duplicate the original finish on plastic bumpers, instrument panels, dashes, consoles and other textured and vinyl parts. Textures ranging from a very fine, almost undetectable pattern to a heavy or wavy effect can be achieved simply by altering the distance to the surface, the speed of application, or when applied with a spray gun, the fluid tip size.

When applying **TEXTURE COATING** with either a spray gun or aerosol, it is important not to pull or release the trigger or valve over the surface being textured. This can result in an inconsistent texture. Allow sufficient flash times between coats to avoid losing texture. Once **TEXTURE COATING** is dry to touch, lightly sand area with a gray scuff pad or 400 grit sandpaper to achieve uniform texture.

TEXTURE COATING must be topcoated. **3985()** is compatible under most topcoats, but best results are achieved when used with **SEM COLOR COAT** or **BUMPER COATERS**.

SEM SCHOOL

SEM School

The better trained you are, the more profit your shop turns. That's why we offer comprehensive training programs to our customers. **SEM School**, a nationally known training program, is available at no charge to professionals who use and sell SEM products.

BUMPER TAB REPAIR

MATERIALS



3833() SCUFF & CLEAN & gray scuff pads



3835() PLASTIC & LEATHER PREP & lint free towels
or 4040() ZERO VOC SURFACE CLEANER
& gray scuff pads



3986() PLASTIC ADHESION PROMOTER or
7772() XXX ADHESION PROMOTER



Drill with 1/8" bit



70007 PLASTIC REPAIR
CONTOURING TAPE



4020() QUICK SET 20
or 4050() QUICK SET 50



Grinder with
36-40 grit disc

INSTRUCTIONS

- 1 Clean thoroughly with 3833() SCUFF & CLEAN and a clean gray scuff pad. Rinse with water and dry.



- 2 Clean with 3835() PLASTIC & LEATHER PREP using a clean, lint free towel and wiping in one direction. Or, apply 4040() ZERO VOC SURFACE CLEANER and clean with a lint free towel until dry.

- 3 Grind repair area on low RPM with a 36-40 grit disc. Drill 1/8" holes approximately 1/2" apart into the repair area. This will help lock the repair material in place.



NOTE: For application on TPO, EPDM, PP and other similar thermoplastics, use 3986() PLASTIC ADHESION PROMOTER or 7772() XXX ADHESION PROMOTER per directions.

- 4 Cut a piece of 70007 PLASTIC REPAIR CONTOURING TAPE twice the length of the repair.

- 5 Dispense 4020() QUICK SET 20 or 4050() QUICK SET 50 onto 70007. Quickly apply 70007 and repair material to the repair area and mold into shape using your hands or a spreader.



NOTE: Work quickly - the repair material will set in 15-30 seconds using 4020() and 45-60 seconds using 4050().
CAUTION: 4020() and 4050() can get very hot while curing.



- 6 Allow the repair to cure for 5 minutes before removing plastic film.

- 7 Sand with a 36 grit disc to desired shape and drill as needed.





PLASTIC REFINISHING

STANDARD OPERATING PROCEDURE

1

PREP & PRIME



ⓘ If damage is present, refer to **Plastic Repair Standard Operating Procedure** first.

Clean with **Scuff & Clean** and a damp, gray scuff pad. Rinse with water and dry with clean, lint-free cloth. Clean with **SEM Solve, Plastic & Leather Prep** or **XXX Universal Surface Cleaner**. Wipe clean in one direction with clean, lint-free cloth. Prime as per instructions.

2

GUIDE COAT & SAND



Apply **Guide Coat Black** or **Premium Powder Guide Coat** to dried primer. Sand with P320 – P400 grit. Finish sanding with P600 grit.

3

ADD TEXTURE IF NEEDED



Apply **Texture Coating** or **Chip Guard** as per instructions.

4

PAINT



Apply **Bumper Coater™**, **Factory Pack™** or other automotive paint per instructions.

PRODUCT LIST



GUIDE COAT

Part	Product	Size
38203	Guide Coat Black	16 oz. Aerosol
38253	Premium Powder Guide Coat	16 oz. Aerosol



TEXTURE

Part	Product	Size
39853	Texture Coating	20 oz. Aerosol
39854	Texture Coating	Quart
39793	Heavy Texture Chip Guard	20 oz. Aerosol
39803	Clear Chip Guard	20 oz. Aerosol
39804	Clear Chip Guard	Cone Top Quart
39813	Satin Black Chip Guard	20 oz. Aerosol
39814	Satin Black Chip Guard	Quart



PAINT

Part	Product	Size
39101	Bumper Coater - Black	Gallon
39104	Bumper Coater - Black	Quart
39101-LV	Low VOC Bumper Coater Black	Gallon
39104-LV	Low VOC Bumper Coater Black	Quart
	Bumper Coater - 17 Colors	16 oz. Aerosol
	Factory Pack - 40 Colors	16 oz. Aerosol

See back side for available **Bumper Coater** and **Factory Pack** aerosol colors.

PREP



Part	Color	Size
38391	Scuff & Clean	Gallon Pump
38398	Scuff & Clean	16 oz. Tube
38371	SEM Solve	Gallon
38373	SEM Solve	20 oz. Aerosol
38374	SEM Solve	Square Quart
38351	Plastic & Leather Prep	Gallon
38353	Plastic & Leather Prep	16 oz. Aerosol
38354	Plastic & Leather Prep	Cone Top Quart
77771	XXX Universal Surface Cleaner	Gallon
77774	XXX Universal Surface Cleaner	Quart



HIGH-BUILD PRIMER AEROSOLS

Part	Color	Size
42003	Black	20 oz. Aerosol
42013	Gray	20 oz. Aerosol
42023	Beige	20 oz. Aerosol
42033	Rose	20 oz. Aerosol
42043	White	20 oz. Aerosol

See back side for complete list of Primers.



CHECK LOCAL VOC REGULATIONS TO ENSURE COMPLIANCE OF ALL PRODUCTS IN YOUR AREA. ALWAYS WEAR OSHA REQUIRED (PPE) PERSONAL PROTECTION EQUIPMENT TO ENSURE YOUR SAFETY.

SOPPLRF_0817





PLASTIC REFINISHING

STANDARD OPERATING PROCEDURE | PRODUCT LIST CONTINUED

PRODUCT LIST



FLEXIBLE PRIMER SURFACER

Part	Size
39131	Gallon
39133	16 oz. Aerosol
39134	Quart



WATERBORNE FLEXIBLE PRIMER SURFACER

Part	Size
39221	Gallon



HIGH-BUILD PRIMER SURFACER

Part	Color	Size
42003	Black	20 oz. Aerosol
42013	Gray	20 oz. Aerosol
42023	Beige	20 oz. Aerosol
42033	Rose	20 oz. Aerosol
42043	White	20 oz. Aerosol



WORLD CLASS™ WATERBORNE FLEXIBLE PRIMER

Part	Size
50184	Quart



WORLD CLASS™ 4.2 VOC HS URETHANE PRIMER

Part	Product	Size
50151	HS Urethane Primer	Gallon
50154	HS Urethane Primer	Quart
50444	4.2 VOC Air Dry Activator	Cone Top Quart
50446	4.2 VOC Air Dry Activator	Half Pint
50454	4.2 VOC Fast Activator	Cone Top Quart
50456	4.2 VOC Fast Activator	Half Pint
50464	4.2 VOC Medium Activator	Cone Top Quart
50466	4.2 VOC Medium Activator	Half Pint
50474	4.2 VOC Slow Activator	Cone Top Quart
50476	4.2 VOC Slow Activator	Half Pint



BUMPER COATER™ AEROSOLS

Part	Color
39023	Med. Driftwood Metallic
39073	Gloss Silver
39083	Gloss Black
39103	Flexible Black
39153	Charcoal
39163	Med. Smoke
39173	Dk. Smoke
39183	Med. Gray
39193	Dk. Gray
39253	Med. Titanium Metallic
39263	Dk. Titanium Metallic
39273	Charcoal Metallic
39283	Lt. Titanium Metallic
39293	Honda Black
39413	Med. Platinum Metallic
39423	Med. Quartz Metallic
39583	Lt. Charcoal



FACTORY PACK™

Part	Color
19013	Ford TS Silver Frost
19023	Ford YZ White
19033	Ford CX Dk Shadow Grey
19043	Ford G2 Redfire Pearl
19053	Ford FL Torreador Red Metallic
19063	Ford G3 Pueblo Gold
19073	Ford E4 Vermillion
19083	Ford DX Dk Blue Pearl
19093	Ford YN Silver Metallic
19103	Ford UA Black
19133	Honda B537M Atomic Blue
19143	Honda B92P Black Pearl
19163	Honda NH700M Alabaster Silver
19173	Honda YR538M Desert Mist Metallic
19183	Honda B536P Royal Blue Pearl
19193	Honda NH737M Polished Gray Metallic
19203	Honda R81 Milano Red
19213	Honda R525P Tango Red
19223	Honda NH578 Taffeta White
19233	Honda YR573M Mocha Metallic
19253	Toyota 1C0 Millenium Silver
19263	Toyota 1C8 Lunar Mist Metallic
19273	Toyota 1E3 Phantom Gray
19283	Toyota 040 Super White
19293	Toyota 202 Black
19303	Toyota 1D4 Titanium
19313	Toyota 4Q2 Desert Sand Pearl
19323	Toyota 056 Natural White
19353	Toyota 3R3 Red Pearl
19363	Toyota 1G3 Magnetic Gray Pearl
19373	GM WA8554 White
19393	GM WA9260 Victory Red
19403	GM WA8624 Olympic White
19423	GM WA8555 Black
19433	GM WA994L Lt Tarnished Silver
19443	GM WA519F Galaxy Silver Metallic
19453	GM WA929L Cashmere
19463	GM WA722J Dk Blue Metallic
19473	GM WA382E Pewter Metallic
19483	GM WA316N Gold Mist Metallic



DUPLICATING OEM TEXTURES

STANDARD OPERATING PROCEDURE

1 CLEAN



Clean with **Scuff & Clean** and a damp, gray scuff pad or a nylon bristle brush. Rinse with water and dry with clean, lint-free cloth. Clean with **SEM Solve**, **Plastic & Leather Prep** or **XXX Universal Surface Cleaner**. Wipe clean in one direction with clean, lint-free cloth.

2 REPAIR DAMAGE



Sand any shallow scratches or scuffs until smooth or, if extensive damage is present, refer to **Plastic Repair Standard Operating Procedure** first. Re-clean with **SEM Solve**, **Plastic & Leather Prep** or **XXX Universal Surface Cleaner**. Wipe clean in one direction with clean, lint-free cloth.

3 PREP



Mask the area to be sprayed.
FOR RAW PLASTIC: Apply **Adhesion Promoter** as per instructions.
FOR PAINTED SURFACES: Sand with a gray scuff pad. Blow off and re-clean with **SEM Solve**.

4 APPLY TEXTURE



Apply **Texture Coating** in light mist coats 18" - 24" from surface. Allow to flash for 10 minutes.
 ⓘ Apply additional coats in the same manner if needed to achieve OEM texture.
 ⓘ Be sure to apply lightly enough so that raised textured spray does not flow together.

5 SAND



Sand flat surfaces with P500-1000 grit sanding pad and use a gray scuff pad on sharp edges and corners. Blow off and wipe with a tack rag.

6 PAINT



Apply **Bumper Coater™** or **Trim Black** as per instructions.

PRODUCT LIST



PREP

Part	Product	Size
38398	Scuff & Clean	16 oz. Tube
38373	SEM Solve	20 oz. Aerosol
38353	Plastic & Leather Prep	16 oz. Aerosol
39863	Plastic Adhesion Promoter	20 oz. Aerosol



TEXTURE & PAINT

Part	Product	Size
39853	Texture Coating	20 oz. Aerosol
39143	Trim Black	20 oz. Aerosol
41013	Trim Black Euro Jet - Matte	16 oz. Aerosol
41023	Trim Black Euro Jet - Satin	16 oz. Aerosol



BEFORE



AFTER



SEM[®] PLASTIC REPAIR

STANDARD OPERATING PROCEDURE

1 PREP



Clean front and back with **Scuff & Clean** and damp, gray scuff pad. Rinse with water and dry or wipe with a clean, damp cloth until removed. Clean front and back with **SEM Solve**, **Plastic & Leather Prep** or **XXX Universal Surface Cleaner**. Wipe clean in one direction with dry, lint-free cloth.

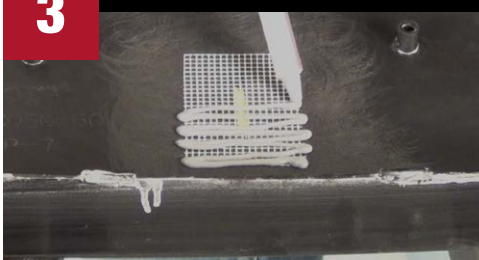
2 SAND & DISH



On front side, sand repair area with P80 grit. Dish out damage with P36 grit disc at a low RPM. On back side, grind repair area with P36 grit disc at a low RPM. Blow off surfaces.

- ⓘ Paint does not need to be stripped from the repair if it has good adhesion.
- ⚠ Do not grind too fast and cause plastic to melt.
- ⓘ (Optional) Apply **XXX Adhesion Promoter** to all prepped surfaces.

3 REINFORCE & FILL BACK



Mask front side of repair to prevent repair material from flowing through. Apply **Plastic Repair Contouring Tape** (mesh only) to back side. Apply **Dual-Mix™ Multi-Plastic Repair Material** or **Dual-Mix Problem Plastic Repair Material** and cover mesh tape. Spread material firmly. Allow to set.

4 REINFORCE & FILL FRONT



Remove tape from front. Fill front with **Dual-Mix Multi-Plastic Repair Material** or **Dual-Mix Problem Plastic Repair Material**. Spread material firmly and build up higher than panel to allow for sanding. Allow to set before sanding.

5 SAND & SKIM



Sand with P80 grit. Finish with P180 grit. If needed, use a skim coat of **Bumper Bite™ Flexible Glaze**, then sand with P180 – P320 grit.

- ⓘ Refer to **Plastic Refinishing SOP** for refinishing steps.

PRODUCT LIST



PREP

Part	Product	Size
38391	Scuff & Clean	Gallon Pump
38398	Scuff & Clean	16 oz. Tube
38371	SEM Solve	Gallon
38373	SEM Solve	20 oz. Aerosol
38374	SEM Solve	Square Quart
38351	Plastic & Leather Prep	Gallon
38353	Plastic & Leather Prep	16 oz. Aerosol
38354	Plastic & Leather Prep	Cone Quart
77721	XXX Adhesion Promoter	Gallon
77723	XXX Adhesion Promoter	16 oz. Aerosol
77724	XXX Adhesion Promoter	Cone Top Quart
77771	XXX Universal Surface Cleaner	Gallon
77774	XXX Universal Surface Cleaner	Quart



REINFORCE & FILL

Part	Product	Size
70007	Plastic Repair Contouring Tape	15' Roll
39767	Dual-Mix Problem Plastic Repair Material	7 oz. Cartridge
39847	Dual-Mix Multi-Plastic Repair Material	7 oz. Cartridge



SAND AND SKIM

Part	Product	Size
40482	Bumper Bite Flexible Glaze	16 oz. Tube



AUTOMOTIVE DIVISION
REPAIR & REFINISH

TEXTC
0316

TEXTURE COATING

DUPLICATE OEM TEXTURE ON INTERIOR AND EXTERIOR PARTS



- OEM Recommended
- Ready to spray
- Quick drying
- Top coat with most refinish materials



Manufactured in the USA



HANDLING AND APPLICATION

PREPARATION:

Lightly sand area to be textured with 320-400 grit sandpaper.

MIXING:

TEXTURE COATING AEROSOL:

Agitate thoroughly! **Texture Coating** will initially dispense a thick clear liquid from the spray tip. This is normal and will stop after a few seconds of steady pressure on the spray tip.

TEXTURE COATING QUART:

Texture Coating is ready to spray. Stir thoroughly before using. If a finer texture is desired, add a small amount of **SEM SR Reducer** or **SRX Exempt Reducer**. **SRX Exempt Reducer** must be used in California.

APPLICATION:

Textures ranging from a very fine, almost undetectable pattern to a heavy or wavy effect can be achieved simply by altering the distance from the surface sprayed or by changing the speed of application. When applied with a spray gun, texture may also be altered by air pressure or fluid tip size. Apply adequate coats to achieve desired texture.

Note:

Achieving desired texture often requires practice and experimentation.

Allow proper flash times to avoid losing texture. Also, when applying texture, never pull or release the trigger or valve over the surface being textured. This can result in an inconsistent texture varying the look of your work. Once the texture is dry to touch, lightly sand area with a gray scuff pad or 400 grit sandpaper to achieve a uniform texture. Blow off dust and clean with **Plastic & Leather Prep**. **Texture Coating** is compatible under most top coats, but for best results, use **Color Coat** or **Bumper Coater**.

FLASH TIME

Aerosol	Quart
5-10 minutes	10-15 minutes

Note:

If clogging develops, remove spray button with a twisting motion and clean with **XXX Gun Cleaner** or material compliant with VOC regulations in your area. Do not stick pin or other object into can. Gently replace spray button with top of can and spray button pointed away from you.

After each use, turn can upside down and spray several seconds to clear spray tip.

Texture Coating must be top coated.