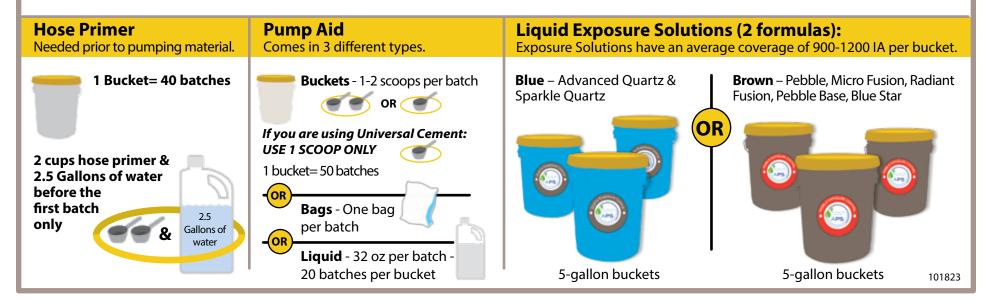


## MATERIALS STARTER KIT: 3 buckets Exposure Control (3 brown or 3 blue), 1 bucket pump aid, 1 bucket hose primer.



## UNIVERSAL WHITE CEMENT Premixed Aggregate Materials

#### Advance Quartz Series & Finest Finish Sparkle Quartz Series

This material has everything in the bag needed for the new APS exposure.





- 12 bags per batch + pigment
- \*No hose primer needed.
- \*No pump aid needed.
- Utilize BLUE Quartz Exposure.
- Brush washing is preferred with this formula to avoid over power washing.

Do not add additional cement.

## RECOMMENDATIONS

Calcium - Should be used in minimal amounts. Too much will determine the outcome of this process. Temperature is always the factor.

**Temperature & Timing** - is the key-on this APS process, temperature, calcium, sun, shade, humidity etc. all factors that need to be considered for timing of the exposure release.

Mixing - needs to be as recommended, altering formulations will compromise end result.

**DO NOT USE** on plaster/crushed marble finishes.

IF it is not a Finest Finish/ UWC pre-mix material with cement in it, 2 scoops of the pump aid are needed along with hose primer.

DO - make sure to shake/mix your buckets of Liquid Exposure Control.

#### Finest Finish Blue Star Series, Micro Fusion Series, Radiant Fusion & Pebble Base Series



- 12 bags per batch + pigment.
- 4 bags of rock (150-200 lbs.) or other aggregate (glass, quartz, etc.) for a more compact finish
- Pump Aid (one bag, one scoop or 32 oz. of liquid)
- Utilize BROWN pebble exposure.
- Finish can be brushed washed, or power washed.

Do not add additional cement.

# Component (Jobsite) Mixes (Non-Pre-Blend)

For component mixes the ratio will be as follows:

Per Batch:

- Six (6)- 90lb bags of cement
- 850 to 900 pounds of aggregate
- Aggregates can include a combination of pebble, quartz, glass etc. follow timing instructions for the specific aggregate ratio in the 850-900 pounds per batch.
- Pump Aid (one bag, one scoop or 32 oz. of liquid)

# \*Brown (Pebble) or Blue (Quartz) Exposure control needed for exposure.

