

ARMOR A-600 MAXI TUFF



A-600 Maxi Tuff

Additive For Asphalt Base Sealers

GENERAL: Maxi Tuff is a uniquely blended copolymer emulsion, along with super chemically resistant additives to modify asphalt base sealers, to increase tensile strength and flexibility, sand aggregate bonding and suspension, curing time and high viscosity build up. It forms a uniform continuous dried film of sealer along with aggregates to improve water resistance. Maxi Tuff also improves deeper jet black color of sealer and resistance to jet fuels, oil, grease and oxidation. It is recommended on any asphalt surface where there are high traffic patterns. Maxi Tuff is excellent for commercial and industrial parking lots, airport runways, driveways, traffic safety islands and service stations.

PREPARATION: Surface must be free from dirt, dust and oil. Treat oil, grease and gasoline spots with A-500 Petro Seal.

APPLICATION: Mix well before using. Use up to 2 gallons of Maxi Tuff undiluted to modify 100 gallons of undiluted sealer. The amount will vary depending upon the type of end use or specifications. Always pour sealer first into mechanical spray or squeegee type machine, then add proper amount of water. When agitating, add Maxi Tuff slowly and mix to uniform consistency. Aggregate, if being used, is added last, and mixed thoroughly before application.

COVERAGE:

RECOMMENDED MIX DESIGN FORMULATION

<u>Sealer Gallons</u>	<u>Water Gallons</u>	<u>Sand Pounds</u>	<u>Maxi Tuff Gallons</u>
100	10-20	0-200	1-2

CAUTION: **KEEP FROM FREEZING.** Wash tools in water. Use a suitable paint thinner if material has dried. Do not store in direct sunlight. Container should be closed when not in use. Keep out of the reach of children

PACKAGING: 5 gallon pails, 55 gallon drums, and 275 gallon tote tanks.

PRODUCT DATA: Weight per Gallon, @ 77°F, ASTM D1010, (lbs)..... 8.50 - 8.80
 Nonvolatile %, ASTM D2939..... 52.00 - 56.00
 Viscosity @ 77°F (Krebs Stormer Unit)..... 60 - 65
 Flammability..... Non-flammable
 PH..... 5.00 - 6.00
 Shelf Life (yrs.)..... 1 - 2



ARMOR SEAL