



Rapid Repair Flatwork Crack Repair Installation Instructions

**Please Read Carefully Before Beginning
Failure To Read These Instructions Can Result In Loss of Product**

Note: Work 15-20 feet at a time. Initial set is 3 minutes.

Also, always purge mixer before filling cracks after any break in dispensing.



1. *Optional Step:* For optimum performance open up the crack using a hand grinder and crack chasing diamond blade, 1/4" wide by 1/4" deep is sufficient. Blow out or vacuum the crack to clean out any loose debris. Oils, sealers, etc. will inhibit proper bonding of Rapid Repair. If you choose not to chase the crack Rapid Repair 555 can be ground off or scraped off after initial set, usually about 20 minutes in.

2. Remove cap off cartridge (see attached sheet), attach crossover restrictor to cartridge, and then screw on nozzle. While holding dispensing tool upward, place cartridge set into gun. Point nozzle upward and squeeze trigger until air and unmixed product is expelled from the static mixer. Maintain a constant flow through the mixer while the gun is pointed in the air. Product is now ready to be applied to repair area. **Pointing the gun upwards can cause contamination and loss of product. Watched for unmixed product during the application process, it should not be placed into repair area.**



3. Prime the crack with Rapid Repair



4. Fill the crack with dry silica sand or any other clean dry sand.



5. Soak sand with Rapid Repair until saturated leaving a slight hump.



6. Rapid Repair can be scraped or lightly sanded once it turns light grey and has reached an initial cure to achieve a finished look (15-20 minutes depending on conditions). The step is essential when a topcoat of the area is to follow.

7. Rapid Repair begins to set up very quickly. If allowed to sit in the mixer for more than a minute or two the mixer will become plugged. Unused product can be capped and reused as long as product that has entered the mixer has not been allowed to reenter either side of the cartridge.