

KS KO-SEAL® II PRIMER SEALER

GENERAL INFORMATION

Ko-Seal® II is a two component acrylic urethane primer sealer. Ko-Seal® II has two series of products: one series meeting the VOC requirements for National Rule and one series meeting the VOC requirements for SCAQMD Rule 1151.



National Rule Compliant Products

VOC= 4.58 lbs./gal. 550 g/L
KS10 White Primer Sealer
KS11 Black Primer Sealer
KS12 Metallic Primer Sealer

SCAQMD Rule 1151 Compliant Products

VOC= 2.08 lbs./gal. 250 g/L
KS210 White Primer Sealer
KS211 Black Primer Sealer
KS212 Metallic Primer Sealer

NOTE: KO-SEAL® II CAN NOT BE APPLIED OVER BARE METAL SURFACES OF ANY KIND. KO-SEAL® II MUST BE APPLIED OVER SANDED AND CLEAN PRIMER OR PROPERLY PREPARED AND SANDED PREVIOUSLY PAINTED SURFACES FOR PROPER ADHESION.

NOTE: Ko-Seal® II may be used as a ground coat color for our Shimrin® bases. After Ko-Seal® II has dried for one hour, topcoat with Shimrin® bases per the appropriate tech sheet. Ko-Seal® II may be tinted up to 5% by volume with any KK Kandy concentrate to achieve hundreds of different color combinations.

Ko-Seal® II is a high quality sealer designed to:

- Act as a bond coat between primer and top coats.
- Act as a holdout agent to prevent topcoats from soaking into the primer and reducing gloss.
- Make the object to be painted an appropriate color for faster coverage of top coats.
- Can be applied over properly prepared and sanded previously painted OEM surfaces, KP-, or KD-Series House of Kolor® Primers for proper adhesion of topcoats.

Ko-Seal® II is a high quality acrylic urethane catalyzed primer sealer designed to be used with either our Kustom Kolor® Acrylic Lacquer or Kosmic Kolor® Urethane Enamel systems. Ko-Seal® II is an excellent ground coat for base coat application. Choose the appropriate color for the base coat system and color that is going to be applied. Ko-Seal® II (KS11 / KS211) black and (KS10 / KS210) white colors may be intermixed for various shades of gray, also KK Concentrates can be added to both (KS10 / KS210) white and (KS12 / KS212) silver for a closer match to the base coat or top coat color.

See Ko-Seal® II Color Reference Chart for proper color selection.

1. SUBSTRATE

- OEM finish
- KP & KD Epoxy Primers



2. PREPARATION

Read "TECH PREP" thoroughly before you begin painting. Use only House of Kolor®'s KP or KD Epoxy Primers over bare metal substrates or metal substrates with body work. **See tech sheet for more information on KP and KD Epoxy Primers.**



3. SANDING THE SUBSTRATE

- Dry Sandpaper = 280P to 320P grit (CAMI grade = 240 to 280 grit)
- Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
- Tight Areas (door jams, etc.) = Maroon scuff pad



4. COMPONENTS

- KS Ko-Seal® II
- KU150 Catalyst
- RU310 (fast), RU311 (medium), RU300 (exempt) urethane reducer



5. MIXING KO-SEAL® II

- 4 parts Ko-Seal® II
- 1 part KU150 Catalyst
- 1 part RU- reducer



FOR KS10, KS11, and KS12:

Mix (by volume) 4 parts Ko-Seal® II to 1 part KU150 Exempt Catalyst, to 1 part Kosmic Reducer to remain at 4.58 VOC. Use a reducer best suited to your shop conditions. **See tech sheet for more information on reducers.** Mix well and strain into gun. Pot life 1 hour.

FOR KS210, KS211 and KS212:

Mix (by volume) 4 parts Ko-Seal® II to 1 part KU150 Exempt Catalyst, to 1 part RU300 VOC Exempt Reducer, to remain at 2.08 VOC. Substituting RU310, RU311 or RU312 will give a 3.5 VOC product. **See tech sheet for more information on reducers.** Mix well and strain into gun. Pot life 1 hour.

6. GUN SET UP

- Conventional Gun = 45 to 55 PSI
- HVLP Gun = 10 PSI at the cap
(Refer to spray gun manufacturer's recommendations)
- Needle/Nozzle = 1.3 to 1.5
(Depending on the size of object being painted)
- Trigger Pull = 50% to 75%
- Air Brush = Not Recommended



7. APPLYING KO-SEAL® II

Strain the sealer into the paint gun. Gun distance while spraying should be approximately 5 to 6 inches.

Apply 1 or 2 medium wet coats with 50% pattern overlap. Walk long objects. Be sure of thorough coverage. Allow flash time between coats.

KO-SEAL® II FLASH TEST - ALLOW TO FLASH DULL BETWEEN COATS. USUALLY 5 TO 10 MINUTES.



8. DRY TIME

Allow to dry 1 hour but no longer than 2 hours. After 2 hours we recommend scuffing with a maroon scuff pad. **PLEASE REFER TO SANDING GRIT RECOMMENDATIONS (PAGE 59).** (Dry time may vary with weather and shop conditions).

NOTE: If 24 hours dry time has elapsed, wet sand and reseal surface for positive adhesion of topcoats.



9. CLEAN UP

Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations).

