

DECK GUARD UV

FOR EXTERIOR & INTERIOR SURFACES

Water-based varnish topcoat with transparent satin finish that protects wood surfaces from sun-fading and water & oil stains.



FEATURES



UV-PROTECTANT



SATIN FINISH



WATER & OIL-RESISTANT



PENETRATIVE FORMULA

SUBSTRATES



NATURAL UNTREATED WOOD

PREVENTATIVE MAINTENANCE



WATER-DAMAGED WOOD



SUN-DAMAGED WOOD



THE NANO-SCIENCE

ARMUS Deck Guard UV contains nano-UV light filters that prevent the aging and discoloration of wood through sun-exposure. Along with UV-protection, Deck Guard UV has high water and oil-repellent properties. It is highly recommended that Deck Guard UV is used as a topcoat finish to Deck Guard.

APPLICATION

SURFACE PREP

- Wipe all surfaces clean of dust & debris.
- On unpainted surfaces, ensure surface is dry, and rubbed down with a suitable abrasive paper.

APPLICATION

- Stir well before application.
- If applying over Deck Guard, wait 72 hours before applying.
- Brush thinly & evenly, working varnish into wood grain.
- Maintain a wet edge during application. Apply 2 coats. Do not over brush.
- Additional coats should be applied 3-4 hours after first coat.
- Test a small area before full-scale application.

ESTIMATED CONSUMPTION

- Up to 407 sq.ft. per gallon, dependent on properties of surface.

TECHNICAL DATA SHEET AVAILABLE UPON REQUEST.

SAFETY AND STORAGE

WARNING:

- May produce an allergic reaction.
- Avoid breathing dust / fumes / vapors. Use in a well-ventilated area and wear proper protective gear and clothing prior to application.



STORAGE & DISPOSAL

- Store indoors in a closed container.
- Store in a cool, dry, well-ventilated area away from heat and direct sunlight.
- Carefully seal partly-used containers.
- Protect from frost.
- Shelf life: Up to 18 months after the production date.
- Storage temperature should be between +50°F to 95°F (+10°C to +35°C).
- Disposal of container and material safely according to local laws and regulations.

SCAN QR CODE TO READ FULL SAFETY DATA SHEET BEFORE APPLYING.