



## **Plexitrac Patch Kits**

### **DESCRIPTION:**

Plexitrac Patch Kits are a combination of loose SBR or EPDM rubber granules and a container of our Plexitrac tinted binder. The Plexitrac Repair Kits are designed to repair damaged areas on existing latex or polyurethane running track surfaces. This kit is not to be used as a leveling compound but more to be used to repair torn, gouged or missing areas on an existing running track.

### **PACKAGING:**

The material is delivered in a five-gallon container consisting of dry rubber and a one-gallon can holding enough binder to sufficiently bind the rubber.

### **SURFACE PREPARATION:**

Prior to mixing the material together the surface and the areas to be repaired must be prepared. It's best to use a razor knife to square off the areas to be patched. The substrate shall be thoroughly cleaned of all loose dirt and debris. Compressed air could also be used to get all loose particles removed from the prepared areas.

### **COVERAGE:**

In each container there will be a one gallon can of Plexitrac Binder which will be enough binder to saturate:

20 lbs SBR 1-3mm Rubber(Black)

25 lbs EPDM 1-3mm Rubber(Red)

Each container fully mixed will be enough to repair approximately 1½ square yards at ½" thickness

### **APPLICATION:**

The mixture shall be applied to the prepared areas by a steel or wood trowel. It is suggested to lightly tamp the areas to get enough compaction so that the patch will have the appropriate density. Be sure to have water to clean the trowels while using, as the binder can build up. Do not use any solvent based cleaners such as acetone, butyl cellusolve or diesel as these will breakdown the binders.

### **LIMITATIONS:**

- Apply only when ambient and surface temperature is 55°F/13°C and rising.
- Do not apply when rain or high humidity is imminent.
- Keep from freezing.
- Do not store in hot sun.
- Do not apply when surface temperature is less than 55°F/13°C or more than 130°F/55°C.
- Clean all equipment immediately after use with water.