BONCREAT CONCRETE CIRÉ Counter top

- Surface with a large, smooth, stable and waterproof base.
- Use waterproof Multiplex/MDF.
- Screw/Fix and glue all connections (corners, flat on the surface also between 2 plates each other).
- Use D4 glue and stainless steel screws.
- Fill all holes and joints with 2-component filler.
- Round corners, corners that are too sharp will cause insufficient grip and may result in detachment.
- Apply a reinforcement lattice of about 10cm wide on all joints.
- Apply a very thin layer of Epoxy Boncreat coating with a velvet roller, roll vigorously and let it dry for 24 hours. Repeat this if you wish.
- Lightly sand with a 150-240 grain until it becomes matte and dust with a cloth.
- In case of reinforcement, if necessary, first apply a thin 'scraping' layer of Concrete ciré and let it dry for about 2-3 hours.
- Lightly sand the surface after 2-3 hours to remove blemishes.
- You are now ready for the application of Concrete Ciré .

Concrete ciré work method

- Apply The Boncreat Ciré Primer (if necessary) with a fur roll and allow to dry.
- Spread the first layer of Concrete ciré with a Boncreat spatula into a thin covering layer and let it dry for at least 3 hours, always check if it is completely dry.
- Sand lightly with a 120-150 grain and remove the dust with a dry cloth and/or vacuum cleaner.
- Place the second layer of Concrete ciré with a Boncreat spatula and create the desired effect. Allow to dry for at least 3 hours, always check if it is completely dry.
- Sand lightly with a 120-150 grain and remove the dust.
- Apply a thin layer of Ecosealer evenly. Brush carefully with a polishing pad and/or cotton cloth. Repeat this step twice with an interval of 8 to 12 hours.
- After 48 hours, seal/chew all joints/internal corners, also around the tap, pipes, etc.
- For the first 7 days, spare the Concrete Ciré as much as possible, absorb dirt and moisture immediately.

More information, processing, manuals and films can be found on our <u>website</u> <u>www.boncreations.nl</u>