

GENERAL INFO

UV Oil finish has an extremely low build thickness (thin coat) which makes for an attractive furniture type finish. The oil actually penetrates the woods surface and provides rich appearance that is not seen in conventional UV Urethane floors.

UV oil finish can also be produced with a very low gloss level (10%) that reflects a minimal amount of light. This lack of gloss is beneficial when it come to dents, dings, and other common house hold or commercial mishaps.

With UV Oil finishes, less is better. Because the finished is thin and flexible, it is able to take impacts, conforming to the dent. The finish is left intact to continue protecting the wood, rather than chipping or flaking away.

Environmentally, UV oil is made of 100% solids and contains no solvents or after cure products. There is no post installation off gassing of any kind.

One of the greatest benefits of UV Oil is its ease of repair. Conventional UV cured coatings are extremely difficult to repair because of the thick finish on top of the wood. Once the finish is broken it is virtually impossible to touch up seamlessly.

Oil finishes however are easy to repair and blend, without any noticeable spots. It's as easy as wiping touch up oil on a cloth, rubbing it into the wood and letting it dry for one hour. Oil finishes are perfect for commercial applications such as restraints, where there will be considerable wear on the floor. Hardwood floors will dent and scratch, but with UV Oil finish the floor can look like new in no time.

MAINTENANCE

For small scratches and dents simply clean the area and apply HR 1000 (available through West Wind Hardwood Inc.) to the area by brush or rag, let sit for 30 seconds and wipe clean and allow to dry.

For larger areas abrade or buff the area with Green Scotchbrite pad then apply a thin coat of HR 1000, let penetrate for 30 seconds and wipe area clean. Do in small sections to accommodate the wiping process. Gloss variations can occur due to build up, but can be evened out by buffing the whole floor or area to blend the appearance after approximately 12-16 hours. In both cases above, you can recoat after 30 minutes if more build is desired.