

# **Ujala Red Lead Primer**

## Heavy Duty anticorrosive primer

### **DESCRIPTION:**

It is a high quality & heavy Duty anticorrosive primer based on modified alkyd resin and Red Lead pigment, which possesses outstanding anticorrosive, adhesion and weather resistance properties. It is used as a rust preventive coat on ferrous metal.

### **USES:**

Recommended for all Iron and steel structures.

### **PHYSICAL PROPERTIES:**

Binder	: Modified Alkyd resin.
Pigment	: Red Lead Pigments & Mineral extenders.
Solid by volume%	: 46+/- 2 ( Depending on the colors)
Thinner / cleaner	: G.P. Thinner
Colour	: Red Lead
Finish	: Matt
Viscosity	: 150 +/- 10 sec ( Ford cup – 3 ASTM D 1200)
Sp. Gravity	: 1.34 +/- 0.02
Storage Life	: 12 months in sealed container

### **TECHNICAL DATA:**

Recommended Dry film Thickness (DFT)	: 22 - 26 micron
Theoretical Coverage or Spreading rate	: 18 Sq.M / liter / Coat
Practical coverage (with a loss factor of 10 %)	: 16 Sq.M / liter / Coat

### **DRYTING TIMES:**

Touch Dry	: 2 hours
Hard Dry	: 18 hours
Recoating Time	: 24 hours

### **SURFACE PREPARATION:**

- All surface should be dry clean free from dust, grease, oil, wax, or others foreign matter. Repair surface defects before painting.
- New and unpainted masonry should be allowed to dry out thoroughly before application of this paint.
- Remove all chalked, loose or flaking paint film from previously painted surface.

#### **APPLICATION METHODS:**

**BRUSH / ROLLER** : Stir well before use; thin up to 5– 10 % or more by volume G.P. Thinner where required by the type of the surface

**CONVENTIONAL SPRAY** Thin up to 10– 15 % or more by volume G.P. Thinner where required

#### **RECOMMENDED PAINTING SYSTEM:**

Normally, we recommended to apply one coat of Red Lead primer. However, for the steel structures that are left for a long period after printing, an additional coat is to be needed.

#### **CLEANING:**

Clean all equipment with G.P. Thinner immediately after use.

#### **PACK SIZE**

4-liter Tin container  
20-liter Tin drum.