

GroundWorx EC

ESD, Water-Based, Two-Part Epoxy

Product Specifications

Color:	Medium Gray	Dry time:	Dry to touch: 5-7 hrs
Solids:	37 +/- 1%		Open for traffic: 10-12 hrs
Resistivity (ASTM D257):	10^{8-9} Ohms ² Max/Cm ² @	Water Resistance:	8 hours – No effect
	40% Relative Humidity	Alcohol:	1 hour – No effect
Static Dissipation:	0.02 Second	Gasoline:	8 hours – No effect
pH:	6.0 – 7.0	Caustic 5%:	2 hours – No effect
Weight per gallon:	9.3 lbs.	Soap Resistance:	8 hours – No effect
Hardness:	30 (Sward)	Slip Resistance:	> 0.5 SCOF
Viscosity:	H – J (Gardner)	Coverage:	400 – 600 feet ² per gallon
Solvents:	Water-glycol	Odor:	Moderate (Glycol Ether, Alcohol)
Flash point:	142°F		

Product Description:

GroundWorx EC combines permanent conductivity, durability and value for applications requiring an inexpensive, easily installed ESD floor coating. Despite the low cost, GroundWorx EC meets or exceeds all the recommended guidelines for static control flooring in ANSI/ESD S20.20. GroundWorx EC ESD floors are durable, attractive and they can be applied over most flooring materials including concrete, wood and old tile. The most impressive aspect of GroundWorx EC is the ease of application. It's as simple to install as conductive acrylic paint but it also provides the durability you expect from permanent ESD floors. GroundWorx EC is the only two part ESD epoxy coating that can be applied by both novices and professionals. Many of our clients actually apply their GroundWorx EC ESD floor themselves. GroundWorx EC is extremely easy to repair; it's ideal for challenging applications like warehouses and areas that use fork lifts, like shipping/receiving areas. GroundWorx EC installs for less than \$1.00 per square foot but with minor maintenance it will look as attractive as ESD floors and epoxy that cost three to five times more. GroundWorx EC can even be cleaned and shine dusting using StaticWorx maintenance products.

WARNING: Harmful if Swallowed. Contains 2-Butoxyethanol CAS# 111-76-2, Isopropanol CAS# 67-63-0, Diethylene GlycolMethylEther CAS# 111-77-3, and N-Methyl 2-Pyrrolidone CAS#872-50-4. Provide adequate ventilation. Prolonged exposure may cause dizziness. If dizziness occurs, seek fresh air. Use respiration equipment if needed. If ingested, induce vomiting with oil of ipecac. For contact with skin or eyes, flush with plenty of water. Consult with a physician. For complete information, consult MSDS sheet.

Application and Maintenance:

Concrete floors should be allowed to cure a minimum of thirty days. Application to floors colder than 60°F is not recommended. Floor surfaces must be free of any release agents, curing compounds, salts or efflorescence before coating. Sweep and then wash floors with an appropriate cleaning product to remove oil, grease, and soil. Follow by etching surface with an etching solution then thoroughly rinse with clean water.

If floor has been previously coated, a small area should be cleaned, roughed up by screen disking with an 80 Grit screen, and then sealer applied to test for adhesion, lifting, etc. Any areas of the existing coating which display poor adhesion should be stripped. Wash the stripped areas, acid etch, and rinse thoroughly. Allow the floor to dry. Catalyzed GroundWorx EC should be used within six hours of mixing, therefore, prepare only the quantity necessary for immediate use. Add premeasured catalyst to epoxy base. Stir gently until the catalyst has been thoroughly mixed in. Allow catalyzed GroundWorx EC to stand for 5 minutes. Apply catalyzed GroundWorx EC with a short nap roller in thin, uniform coats. The initial coat will cover approximately 400-500 ft² per gallon. Allow the initial coat to dry for 5-7 hours then apply a second coat. Second coat coverage is approximately 500-600 ft² per gallon.

NOTE: This product is not recommended for applications that experience reoccurring standing water. Finished floors may be opened to light traffic, under normal curing conditions, after 12 hours. Complete curing with maximum durability and chemical resistance will take 5-7 days