

**SIDER****SIDERJECT****OXYDRO**

<b>Description</b>	SiderJect is a very fluid, two component epoxy mortar used in the repair of cracks and fissures in concrete.
<b>Use</b>	SiderJect is used as a repair epoxy mortar for vertical fissures and cracks in concrete surfaces. SiderJect is very fluid by nature and can be injected into fissures and cracks to create a perfect seal. SiderJect is only used in low humidity and dry environments. Epoxy products, by nature, do not bond when water is present, therefore it is important for a successful installation to ensure that all surfaces are clean and dry.
<b>Specifications</b>	Density 1.1 Compression 70 MPa Flexibility 25 MPa Setting Time 10 hours
<b>Surface Preparation</b>	Surface must be structurally sound, clean, and free of paint, dust, bitumen, oil and all other materials that will inhibit adherence.
<b>Limitations</b>	Apply when ambient temperature is above 46° F (8° C) and below 90° F (32° C). Do not apply over heated or frozen surfaces.
<b>Mixing Instructions and Application Procedures</b>	Mix the two-component SiderJect kit by placing the resin in a clean mixing container and then adding the reacting agent. Mix for 5 minutes until a consistent, homogeneous mix is achieved. Drill openings along the fissure or crack every 6 ft (2 m) to 10 ft (3 m) to receive the injection nozzle. Inject the SiderJect until the fissure or crack is filled and remove the injection nozzle. Fill in each drilled opening with SiderJect to completely seal the fissure or crack.
<b>Coverage</b>	2.4 lbs. (1.1 kg) per 1 quart (1 liter) of volume to fill.
<b>Packaging</b>	One 11 lb. (5 kg) kit.
<b>Storage and Shelf Life</b>	Shelter in a dry environment from direct sunlight, extreme heat, rain and freezing. Shelf life is one year in original sealed packaging.

*Sider-Oxydro products are specifically formulated and designed to meet and exceed industry standards. Please refer to technical data sheets for specific installation instructions or contact Sider-Oxydro for application questions.*