

## PECORA DECK 8012 UNDER CARPET / TILE

**Application Instruction:**

- A. Surface preparation.
- B. Prime concrete with Pecora P-801-VOC (<100g/L) or P-808 (<450g/L)<sup>1</sup> primer at 250 to 350 square feet per gallon. Allow primer to dry 1 – 8 hours.
- C. Apply base coat of Pecora 802 Base Coat at 50 square feet per gallon using a ¼” notched squeegee. (Must apply base coat the same day as priming, otherwise reprime.)
- D. Allow base coat to cure overnight (minimum).
- E. Apply finish coat of Pecora 804 Intermediate Coat 100 square feet per gallon using a 1/8” notched squeegee.
- F. **Under Carpet:** Broadcast 16-30 mesh aggregate<sup>2</sup> at 10-15 pounds per 100 square feet while the Pecora 804 Intermediate Coat is still fluid.  
**Under Tile:** Broadcast 16-30 mesh aggregate<sup>2</sup> to refusal (40-45 pounds per 100 square feet) while the Pecora 804 Intermediate Coat is still fluid. Sweep off excess aggregate.
- G. Allow coating to cure a minimum 48hrs before laying carpet OR installing tile.

**Installed Thickness:**      mils (millimeters) excluding aggregate

|                   | <b>WET</b>       | <b>DRY</b>      |
|-------------------|------------------|-----------------|
| Base Coat         | 32 (.81)         | 26 (.67)        |
| Intermediate Coat | 16 (.42)         | 12 (.33)        |
| <b>Total</b>      | <b>48 (1.23)</b> | <b>38 (1.0)</b> |

**CAUTION:** Pecora Deck 800 forms a non-breathing membrane and therefore is generally not used on-grade or outside on concrete surfaces poured over vapor barriers (such as unvented metal decks or between slab membranes). Consult Pecora Technical Service for applications on-grade, over unvented metal decks or concrete with between slab membranes.

<sup>1</sup> Check local VOC regulations for product compliance prior to installing deck coating primer.

<sup>2</sup> Employees using crystalline silica must wear an approved respirator if the exposure is above the permissible exposure level. Consult manufacturer’s guidelines for safety practices.