



## *WinnerOne Comfort Water Primer*

HomeCoat's WinnerOne Comfort water primer is an Acrylic Base water primer recommended as a base coat for internal & external paintings. It is water thinnable & formulated to seal the base surface, so as to accept the topcoat easily & to protect the substrate & give an elegant look to the walls.

### ▪ **Key Features**

- ✚ Very easy for application.
- ✚ Being Acrylic base it is compatible to the acrylic emulsion applied over it.
- ✚ Being waterbase it saves the extra cost of thinner for dilution.
- ✚ It's a universal primer for all water based paints. It can be used before application of distemper, interior and exterior emulsion and even for luxury paints.

### ▪ **Substrate Suitability**

WinnerOne Comfort Water Primer is compatible to the following substrates -  
P O P, Gypsum, Gypsum board false ceilings, Asbestos sheets, Concrete, Plaster etc.

### ▪ **How To Use**

#### ✚ **Surface Preparation**

- Scraach the surface properly before applying the primer
- Ensure that the substrate to be painted is free of any dirt, dust, oil, grease, any algal/fungal growth or any other type of contamination



- In case of pre-painted surfaces - loose old paint etc. should be thoroughly removed

## ■ Technical Data

Property	Data
<b>Covering**</b>	120– 150 sq-ft per ltr for per coat
<b>Colour / Finish</b>	White / Smooth
<b>Recommended DFT per coat</b>	15 - 20 microns per coat depending on the condition of surface
<b>PH Value</b>	8 to 9
<b>Thinning</b>	60% by volume with water
<b>Hardness</b>	4H
<b>Shelf Life</b>	24 months when stored in cool & dry place in original sealed container
<b>Top Coat</b>	Compatible to all the existing top coating systems (viz. Distemper, Plastic Paint, etc)

\*\* The actual covering may vary depending on the condition of surface & method of application

## ■ Precautions

- ✚ Do not over thin or overextend the brush
- ✚ Stir well & strain before use

## ■ Pack Sizes & Shade Range

- ✚ Pack Size Availability: 1ltr, 4ltr, 10ltr, 20ltr
- ✚ Shade - White