

Kerabit

Kerabit Sealing Adhesive

Päivitetty 3.10.2016 Tulostettu 21.1.2025

Kerabit Sealing Adhesive is a cold-applied special adhesive for gluing bitumen membranes and shingles. This adhesive is ready for instant use and retains its flexibility.



Technical data

Manufacturer / Manufactured for	Nordic Waterproofing Oy/Lohja Plant
Country of origin	Denmark
Drying time	1 – 14 days depending on layer thickness
Need for materials	approx. 1 l / m ² (layer thickness approx. 1 mm)
Container Size	tube 0,31 l, containers 1,5 and 10 l

Additional information

Applications

For glueing bitumen membranes and shingles.

Instructions for use

Mix before use. Apply the adhesive to a cleaned surface using a spatula, and pressing the surfaces to be joined tightly together. If the area to be glued is exposed to direct sunlight, apply the adhesive to the surfaces and allow them stand for approximately 15 minutes before pressing them together. This will allow the solvent in the adhesive to evaporate in a controlled manner, without subjecting the surface of the bitumen product to damage.

To improve adhesion, use Kerabit BIL 20/85 bitumen solution for porous and dusty surfaces. Do not apply adhesive to the very edge of the seam to prevent bleeding out. The need for material is approximately 1l / m² (the film thickness is approx. 1mm). Surface dry in about five hours at +20 °C, total drying time 1 – 14 days depending on layer thickness. Working temperature +5 ... +50 °C in glueing membranes and shingles. Clean the tools with white spirit or mineral spirit.

Handling and storage

To be stored in a closed container in a dry place protected from sunlight. To be kept at room temperature for a minimum of 1 day before use.

Kerabit

Prevention of environmental hazards

The product must be prevented from entering sewers, waterways or soil. Liquid waste must be transported to a waste collection point for hazardous waste, and empty, dry containers can be recycled or, if this option is unavailable, transported to a public landfill