

June 2017

PRODUCT DATA SHEET

Product	Acrylic Wood Filler (AWOO)
Type	An acrylic based, ready to use multi-purpose filler, designed for general and minor repairs for all types of interior and exterior timber. Available in Natural, Mahogany, Teak, Oak and White.
Intended Use	To fill nail holes, dents and cracks in wood. For interior and exterior use.
Special Features	Does not crack. Quick drying and easily sanded. Maybe dyed, varnished or painted.
Preparation	Before applying ensure that area to be filled is sanded smooth, clean, dry and free from wax and dust.
Application	Apply using a putty knife, forcing into the cracks and holes. Leave slightly proud of the surface to allow for possible shrinkage and to enable sanding. Allow to dry for 2 hours under good conditions. Never exceed layers of 3 mm when applying or shorten the drying time. If it is cold or damp it may require longer to dry. If the hole to be filled is deep, it should be filled in layers of 3 mm allowing each to dry before further layers are applied.
Coats	N/A
Drying Time	2 hours depending on the temperature and humidity. Do not use below 10°C or in high humidity.
Over-coating Time	Leave to dry for 2-3 hours before applying undercoat or varnish. Deep filled area may require longer.
Application Temp.	Ideally 15-25°C.
Coverage	N/A
Maintenance	N/A
Compatibility	Can be used under all Rustins paints and varnishes. Most other brands should be compatible but if in doubt carry out a small test. Always test first on an inconspicuous area to check that the colour is correct. The Wood Filler may accept dyes and stains differently to the surrounding wood.
Settlement	Stir well if there is any sign of separation.
Shelf-life/Storage	A very long time if stored in original sealed container in a cool dry place. Do not store below 5°C.
Hazards	Keep out of reach of children. Wash hands after use. A Safety Data Sheet is available upon request or on www.rustins.co.uk/resource-centre
Clean-Up	Clean all equipment immediately after use with warm water.
Sizes	250ml