

NIPPON LATEX 118
Updated Jan'19

Description:

Nippon Latex 118 is a single component, synthetic polymer emulsion for addition to cement to use as bonding agent. It also acts as cement mortar strengthening additive. It is suitable for tropical climates.

Uses:

Nippon Latex 118 is suitable for applications such as:

- Cementitious bonding slurry for old and new concrete/mortar
- Thin layer patching mortars
- Renders
- Floor screeds
- Concrete repair mortars
- Abrasion resistant linings
- Tile fixing mortars
- Masonry mortars

Advantages:

- Enhance adhesion
- Reduce shrinkage
- Excellent water resistance
- Increase abrasion resistance
- Improve chemical resistance
- Non-corrosive
- Ready for use

Product Type	Product Grade	Packsize	Substrate
Bonding Agent, Cement Additive	Nippon Latex 118	4L, 18L	Concrete, masonry

Typical Technical Data

Form	: Polymer emulsion
Color	: Milky white
Total Chloride Ion Content	: Nil
Density	: 1.00kg per litre ± 0.02
Working time (at 25°C)	: 40 minutes
Drying time (at 25°C)	: 6 hours
Curing time (at 25°C)	: 24 hours
Bond Strength on concrete (7 days)	: 10kgf/cm ²
Consumption	: 2 kg/m ²
Shelf Life	: Up to 12 months from the date of production, store properly in original tight-sealed undamaged container in dry cool place. Protect from direct sunlight

Application

For bonding slurry	: Add Nippon Paint Latex 118 and mix with fresh cement to creamy consistency. Brush well onto the prepared surface.
For high performance render	: 25 Litres of Nippon Paint Latex 118 : 50kgs of cement : 150kgs of sand.

Cleaning

Clean up equipment or tools with clean water immediately after use.

Safety Precautions

- Keep container tightly closed and keep out of reach children or away from food and drink.
- When applying, it is advisable to wear eye protection.
- In case of contact with eye, rinse with plenty of water immediately and seek medical advice.
- Remove splashes from skin by using soap or water.
- Dispose off any waste in accordance with the appropriate Environment Quality Regulations.