



Texture Roller Instructions

APPLY A RELEASING AGENT

When concrete is stiff enough to support the weight of the roller and still plastic enough to receive the texture, apply release agent using one of the following methods:

- a. Liquid release agent: Using a pump-up sprayer, mist the surface with approximately one 5-gallon pail of liquid release agent per 750 square feet. Using clear liquid release agent will yield texture with no accent color. Accent color or antiquing may be added later using an antiquing agent.
- b. Powdered release agent: Broadcast powdered release agent in accent color of choice onto the surface at the rate of one 5-gallon pail per 700-1,000 square feet. Using powdered release agent will yield texture and accent color in one step.

ROLL CONCRETE

Using the large (22.5 inch) texture roller with the texture sleeve of choice, roll the surface of the concrete as follows:

- a. Starting on one side, push the roller across the surface to the opposite side.
- b. You may want a helper on the opposite side to lift the roller up and move it over 18 to 20 inches before rolling it back across the surface. If more texture is desired, pull the roller back to the near side in the same path, and then move it over 18 to 20 inches.
- c. Continue rolling adjacent sections in the same manner overlapping the previous section 2 to 4 inches.
- d. If texturing was begun too early or if there are wet spots in the concrete, the roller may leave lines at each end of the roller. If this occurs, allow the concrete to stiffen more and texture the surface obliterating the lines.
- e. Using the 24 inch texture mats as kneeboards, walk onto the surface and use the 6 inch texture roller or the texture mats to texture the areas inaccessible with the large texture roller.

COMPLETE THE APPLICATION

Complete the application as follows:

- a. If the liquid release agent was used and no antiquing is planned, apply a coat of cure and seal according to the instructions on the cure and seal container. If this is a stenciled concrete application, stencils and excess chips must be removed prior to application of sealer.



- b. If liquid release agent was used and antiquing is planned, apply the antiquing agent and cure and seal according to the instructions on the respective containers. If this is a stenciled concrete application, stencil and chips must be removed before application of sealer.
- c. If powdered release agent was used and this is a stenciled concrete application, the stencils must be removed at this time. Do not attempt to remove the excess chips generated by stencil removal or the excess release agent at this point. After the least 24 hours has elapsed, remove the excess chips and release agent first by flooding the area with a low pressure water hose. This will float away most of the excess release agent without creating dust. Finish cleaning the surface using a pressure washer. You will note that accent color of the the release agent is easily removed from the high spots leaving shadowed indentions similar to those found in nature. Continue washing until you have achieved the desired effect. It may be necessary at times to use a stiff bristled broom in conjunction with washing. After the surface has dried, apply cure and seal according to the instructions on the container.
- d. If powdered release agent was used and this is not a stenciled concrete application, wait at least 24 hours and then clean the surface as per the instructions in 3c above. Apply a coat of cure and seal according to the instructions on the container.

CARE AND MAINTENANCE

After each use: Remove all excess liquid or powdered release agents with a soft brush and warm soapy water. Let air dry. Do not drop. Do not lay pointed or sharp objects against Texture Sleeve. Remove from frame when not in use. Store in the shipping box, on end and away from direct sunlight or excessive heat/cold. Occasionally apply Armor All or a similar product to a clean dry sleeve.