

## Applying Sure Shine

Sure Shine is a water-based polyurethane and the application of urethane finishes is a bit different than those based on acrylic latex polymers. For example, our pigmented stains and Advance and Acrylic Topcoats should be brushed out as far as they will go. This may include vigorous back-brushing. However, this technique does not work when applying Sure Shine and its proper application is a bit different than any of our other finish systems.

Being a polyurethane Sure Shine is very susceptible to air entrapment. That's why the label states to gently stir Sure Shine using a paint paddle and not to shake or agitate the container as this creates foam that may result in air bubbles within the finish. Vigorously brushing Sure Shine will also entrap air resulting in a rough surface with lots of visible air bubbles. For the best results Sure Shine should be applied with a good quality brush or pad using slow strokes. It can be applied with an airless sprayer but only spray a small area at a time and slowly back-brush. Since Sure Shine dries fairly rapidly back-brushing must be accomplished within a couple of minutes. If it begins to dry, back-brushing will leave striations in the finish that will have to be sanded out if a smooth surface is desired.

Another application tip about Sure Shine relates to sanding. Typically the first coat of Sure Shine may not be completely smooth. Lightly sanding with 180 grit or higher sandpaper will take off all of the small bumps and other imperfections but the Sure Shine must be quite dry before sanding is attempted. If it is just the slightest bit soft, sanding will generate little pills of finish and make a mess of the surface. Once the first coat is sanded smooth, subsequent coats of Sure Shine can be applied without sanding between coats.

If you want a smooth, deep lustrous finish on your interior wood surfaces, Sure Shine is hard to beat. And remember that Sure Shine can be applied over any of our other finishes including Acrylic Gloss and Satin.

