

INSTRUCTIONS

Micro-Mesh Grade Conversion Chart

Micro-Mesh Grades	P grit rating	Micron grading
1500	P600-P800	30
1800	P1200-P1500	15
2400	P1500-P2000	12
3200	Finer than P2500	8.5
3600		8
4000		5
6000		4
8000		3
12000		

MICRO-MESH PROCEDURES FOR WOOD

Micro-Mesh is a unique cushioned abrasive that produces a very fine and uniform scratch pattern. The nine grits range from 1500 up to 12000.

The 1500 is similar in grit range to conventional 400 grit wet/dry sandpaper. The 12000 will leave a scratch pattern that cannot be detected by the human eye.

Micro-Mesh abrasives can polish to a high reflective state or leave a matte or satin finish depending upon where you stop while using the series.

1. Bare Woods

Before starting the Micro-Mesh series, coarse sanding should be done using up to 320 grit sandpaper. Shaping, sawing or turning of the work piece should be complete.

Begin with 1500 Micro-Mesh, sand until all of the common sandpaper scratches are removed. Continue with the MicroMesh series (1800, 2400, 3200, 3600, 4000, 6000, 8000, 12000) You may stop at any point during this process when you have reached the finish that you desire.

Thinned lemon oil or Danish oil can be used on bare wood.

2. Wood Finishes (polyurethane, polyester, epoxy, lacquer, etc.)

*Follow the manufacturer's recommended cure times prior to recoating or applying the finish coat. When you are applying multiple coats, sand from 1500 MICRO-MESH to 3200 or 3600 between coats to remove any orange-peel or dirt.

After the final coat has fully cured, polish the surface beginning with 2400 MICRO-MESH and continue through the series (3200-12000) until the desired gloss is achieved.

Satin finishes are achieved with the 3600 grade. The satin finish gets progressively higher in gloss through the 6000 step. High gloss finishes will appear by the 6000 through 12000 step. The wood, the finish used and personal preference determine where to stop.

MICRO-GLOSS liquid abrasive can be hand rubbed onto the finish following the 12000 MICRO-MESH step for an "ultra" high gloss finish.

3. Repair of Wood Finishes

Burn ins – Sand to remove discoloration. Cover with three coats of lacquer. Wet sand with 1500, then apply one more coat of lacquer. Polish with Micro-Mesh series beginning with 2400 MICRO-MESH and continue on thru the series stopping after each grade to see if you've reached the finish you're trying to match.

Guidelines for matching a satin finish - Begin with 1800 MICRO-MESH , followed by 3600, and continue on thru the series stopping after each grade to see if you've reached the finish you're trying to match.

4. Hints

Micro-Mesh can be used wet or dry.

When using Micro-Mesh dry, it can be "unloaded" by rapping against the palm of your hand.

Micro-Mesh can also be cleaned by using a stiff, short bristled brush.

Thinned lemon oil or Danish oil can be used on bare wood.

GUIDELINES FOR ACRYLIC FINISHING

To avoid scratching the surface, do not wear watches, rings, or bracelets. Long fingernails should be covered with gloves. MICRO-MESH® will remove surface discoloration, but not tinting that is throughout the plastic. If unsure, test in a small inconspicuous area.

Keep MICRO-MESH clean; contamination can cause scratches. When restoral is complete, rinse MICRO-MESH pieces, air dry, and return them to their original packaging. MICRO-MESH is reusable.

Use only 100% cotton flannel for wiping. Keep it clean, wash in warm soapy water, rinse, dry and return to the kit box.

Wrap MICRO-MESH or conventional sandpaper tightly around foam block and hold in palm of hand. Sanding without a block will produce a rippled or distorted surface.

MICRO-MESH is numerically graded. The higher the number, the finer the cutting action.

Do not work in a circular pattern. Cross your sanding pattern at 90 degree angles from one step to the next, to be sure of total removal of previous sanding pattern. Incomplete removal will result in an incomplete restoral! Damage not removed with the beginning step will most likely remain after the process is complete.

To remove heavy damage from highly curved surfaces, it may be beneficial to sand in an alternating pattern of diagonally, horizontally and vertically, in a straight line motion. This will assist in achieving an even removal of material over the entire surface.

Thin plastic (1/8" or less) may develop surface distortion if sanding the surface creates heat. Work the surface slowly and work wet.

Check your scratch pattern frequently. It is helpful to set a bright light on the side opposite your restoral side. For better viewing on non-transparent surfaces, place the light at an angle.

DISTORTION

It is always easier to prevent distortion than to remove it! There are two types of distortion that can be caused by the use of improper restoral methods, localized and surface.

Localized distortion is caused by working one small spot and not blending the damage removal over a large enough area.

Surface distortion is almost always a sign of incomplete restoration. This could be the result of:

1. The incomplete removal of one sanding pattern before proceeding to the next step
2. Not working a larger area with each new step
3. Heat build-up
4. Skipping steps
5. Not cleaning the surface between steps