



Speedy Concrete Repair

"Rescuing concrete, one slab at a time."

Speedy Concrete Repair, LLC

Phone: 770-904-9065

Toll Free: 877-891-1865

Email: info@speedyconcreterepair.com

SCR-15 Assembly and Installation

Follow repair area prepping instructions before beginning material installation.

Safety glasses/goggles, gloves and dust mask recommended before installation.

Dual Cartridges - *SHAKE CARTRIDGE WELL BEFORE USING*

To assemble cartridge, place on flat stable surface, unscrew nut, and remove plug. Place backflow restrictor where the plug was. Securely place static mixer on top of backflow restrictor, slide the nut down and tighten firmly. Place assembled cartridge in dual cartridge applicator point straight up.

Engage applicator by slowly squeezing handle to remove air from the cartridge. Point the cartridge into a disposal container and purge a small amount. Continue a steady squeeze and fill the repair area until it pools slightly, continuing if more SCR-15 is needed. This is self-leveling and can be used with or without approved aggregate.

If there is unused material left in the cartridge, unscrew the nut, and slide off. Dispose of static mixer and backflow restrictor. Replace the plug and screw the nut firmly in place.

Store upright in a cool, dry place.

Bulk SCR-15

Bulk material will be two components (1:1 ratio).

You will need to have two separate plastic containers to measure Side A and Side B (labeled) equally. Use a two gallon or 5-quart plastic container to pour Side A and Side B into, immediately begin stirring for 10 seconds. If using without aggregate, pour directly into prepped repair area.

When using with aggregate, pour Side A and Side B together in a two gallon or 5-quart plastic container, begin stirring for 10 seconds and start mixing in handfuls of aggregate until everything is wetted through and is the consistency of pancake batter.

Pour and/or scrape out the material into prepped repair area and feather edge until flush to the floor.

www.speedyconcreterepair.com