

Product Information

WOOD OIL

TYPE OF PRODUCT

A water repellent oil- and alkyd combination intended for treatment of pressure-impregnated wood, teak etc both indoors and outdoors.

However, Do not use WOOD OIL to salads bowls, cutting board or other items that comes in direct contact with food.

WOOD OIL gives protection against dehydration, cracking and makes the surface water repellent. Wood outdoors is normally treated once a year.

PRE-TREATMENT

Wash or brush away dirt and dust. Pressure impregnated wood that has become grey, dark and lifeless will be fresh again if it is washed with "chlorine" before treatment. Planed wood that has been unprotected for a longer time may need to be sanded before treatment with WOOD OIL.

PAINTING

WOOD OIL is best applied with a flat brush or through dipping. Remaining oil on planed wood should be wiped of with a rag after approx. ½ hour.

TECHNICAL DATA

BINDING AGENT CONSUMPTION

Penetrating oil and alkyd
1 litre for approx 15m² planed wood
1 litre for approx 5-8m² rough or old wood

CLEANING OF TOOLS DRYING TIME

White spirit
Approx 4 hours depending on the wood and if the remaining oil has been wiped of.

ESTIMATED LIFETIME

At least 10 years providing that the work is done correctly

PROTECTION

The product is flammable and hazardous. Painting presumes effective ventilation or use of mouth protection.

The technical data we present as well as our directions and recommendations are all based on a large number of tests as well as our experience. They are intended as guidance for the user to find the most suitable job method and to obtain an optimal result. Since the job conditions for the user are out of our control we cannot accept responsibility of any kind for the results obtained when the product is used.

WARNING LABEL:

Hazardous by inhalation and ingestion
Keep away from children
Avoid inhalation of stem – use mouth protection if ventilation is insufficient
Risk for self-ignition of rags etc
Contains: more than 30% White spirit
More than 30% Linseed oil