

PRODUCT CODE: 611

#99 WET-STICK ROOF CAULK

DESCRIPTION

DEWITT'S #99 WET-STICK ROOF CAULK is an all- purpose patching cement manufactured with specially blended asphalts, refined oils and mineral stabilizers, reinforced with hi-tech, asbestos-free fibers. DEWITT'S #99 WET-STICK ROOF CAULK sets up to form a tough, continuous, moisture-proof film that will retain its pliability for a long period of time. This enables it to expand and to conform to movement of other materials. DEWITT'S #99 WET-STICK ROOF CAULK can be used on wet or dry surfaces.

USES

DEWITT'S #99 WET-STICK ROOF CAULK is an excellent all-purpose cement for repairs of all flashings and sealing in roofs. DEWITT'S #99 WET-STICK ROOF CAULK can also be used on brick siding, gutters, glass, marble, stone, cement, metal roofs, stone coping, etc..

APPLICATION

DEWITT'S # 99 WET-STICK CAULK is used directly from the tube. Surface must be free of dirt, dust, and debris. Apply with a caulking gun to surface. Application on wet surface requires cement to be worked into surface for best results.

SPECIFICATIONS

Meets ASTM 4586-86 and Federal Specification SS-C-153C ASTM D-2822 Type I, except this material is asbestos free.

COVERAGE

One gallon covers approximately 7 sq. ft. at 1/4" thick.

PACKAGING

10.3 oz & 29 oz cartridges

CAUTION

Combustible: Keep away from heat and open flame. Close container after each use. Keep out of reach of children. Do not induce vomiting. Harmful if swallowed.



PHYSICAL CHARACTERISTICS

9 lbs	WEIGHT PER GAL (APPROX.)
100° F Min	FLASH POINT (ASTM 093-52)
2-3 days, depending on weather conditions	DRYING TIME
Medium to heavy trowel	VISCOSITY AT 80° F
-40° to 180° F	SERVICE TEMPERATURE (EXTENDED EXPOSURE)
Poor	RESISTANCE TO OILS AND SOLVENTS
ALS Excellent	RESISTANCE TO SUNLIGHT AND CHEMIC
Minimal	EFFECTS OF WEATHERING
Excellent Fair	WATER RESISTANCE UNDER DRAINING CONDITIONS UNDER CONTINUOUS SUBMERSION
Do not use on tar roofs	RESTRICTIONS
Mineral Spirits or DEWITT'S REMOVE-	CLEAN UP
25°-100° F	APPLICATION TEMPERATURE