

Technical Information Sheet



Nutshell Natural Paints Ltd.
Unit 3, Leigham Units
Silverton Road, Matford Park
Exeter, Devon, UK. EX2 8HY

Telephone: +44 (0) 1392 823 760

Fax: +44 (0) 1392 824 437

Email: enquiries@nutshellpaints.co.uk

NUTSHELL Swedish Floor Soap

Revision: 1.2 2010-01-25

Product	Use this product to give a neutral pale and soft finish to previously untreated clean wood. The wood maintains light, bleached traditional 'Swedish' look, whilst being protected. Soap floors are easy to maintain and have a pleasant waxy feel. Also available in white.
Coverage	Coverage is approximately 20 sq. metres per litre.
Areas of use	Suitable for use on interior wood floors.
Size	Available in 1 litre tins.
Preparation	No preparation necessary.
Application	Use a dilution of one part soap to two parts water, scrub the wood with a traditional scrubbing brush on a long handle and produce a lot of lather. Leave the clean lather on the wood and allow to dry. Repeat this process three times.
Drying Time	Depends on the humidity and temperature.
Thinning & Cleaning	Brushes and tools can be cleaned with water.
Storage & Handling	No special storage requirements.
Safety	<ul style="list-style-type: none">• Store well away from children and pets.• Avoid skin and eye contact. Wash eyes immediately with plenty of water if contact should occur.• Ensure good ventilation.• Close lid firmly after use.• Store and use away from heat and flame.• Do not eat in the vicinity of work.• Wash hands after use.

The information given in this Technical Information Sheet and any technical advice - whether verbal, in writing or by way of trials - is for guidance and is given in good faith but without warranty, since skill of application and site conditions are beyond our control. For further information please contact Nutshell Paints at the address shown above. We can accept no liability for the performance of the products arising out of such use, beyond the value of the goods delivered by us. This does not affect your statutory rights.