

CLASSIC DECK OIL

weathering the elements



Deck Oil is made from tested. highest quality plant Hard, waterproof, finishes Eucalyptus oil provides it to breathe. added fungicidal For use on decks, and

medium and hardwoods. in-grain protection against environment. checking, cracking and warping.

Natural House Company Our oils are tried and

oils, tree resins, refined which don't bleed, they hard waxes and micro protect the integrity of earthen pigments. the timber, while allowing

properties. all exterior timber A semi transparent applications, including exterior timber finish outdoor furniture. formulated for soft, Available in a range of natural micro pigment Excellent UV stability and colours to blend with your

> Completed sq/mtr cost \$6.00 **Product samples available**



staining/finishing, Do not pour oil residue exterior timber cladding, into the sewer. Let the decks, joinery, rafters, remnants dry out and fencing, lattice, pergolas dispose of with your outdoor furniture etc.

Preparation: timber is clean, dry and soaked rags (otherwise metal filings. If accessible, apply one

coat to rear side and Composition: Tung Oil, promote protection.

Application: Stir well prior and during application. Apply by brush or roller Apply two even coats 12 - 24 hrs apart.

Remove any excess oil remaining on the surface within a timeframe of 1 hour. Easiest method to remove any excess oil over a large area is with an old towel on the end of a broom.

Coverage:

Hardwoods 10-12 sqm/L Softwoods 5-6 sqm/L

Maintenance: After noting heavy weather/ sun aspects, apply a third coat, 12-18 months after initial coats, as necessary.

Cleanup:

Clean brushes/rollers in white spirit, followed by warm soapy water.

For preserving, Safety Instructions:

domestic rubbish collection.

Ensure Do not crumple oil free of sawdust, nails or spontaneous combustion may occur).

end grain of timber beeswax, canauba wax, cladding. This will help pine oil, eucalyptus total thinner, zinc, cobalt zirconium lead free drier, metal oxides