

LC4200 Low VOC Clearcoat

250 gms/liter (2.1 lbs/gal) VOC

Description: Limco LC4200 Clearcoat is a low 250 gms/liter (2.1 lbs/gal) VOC acrylic urethane clearcoat for use over Supreme PLUS Low VOC Basecoat colors. LC4200 is easy to apply and has excellent gloss and leveling.

Materials:

Clearcoat:	LC4200
Hardeners:	LH601 LH604 LH606
Flex Agent:	892











Basecoat: Supreme PLUS Low VOC Basecoat 420 gms/liter (3.5 lbs/gal) VOC

Remarks: Always check local VOC laws to ensure that the use of these Limco products is compliant in your area.
LC4200 is not covered by a warranty and should not be used with warrantable systems.

TECHNICAL DATA

LC4200 Low VOC Clearcoat

250 gms/liter (2.1 lbs/gal) VOC

			Flexed
	Mixing ratio:	4:1	8:2:1
	Clear	4 parts LC4200	8 parts LC4200
	Hardener	1 part LH601, LH604 or LH606	2 parts LH601, LH604 or LH606
	Flex Agent	—	1 part 892
	Potlife at 68°F/20°C	1.5 hours	1.5 hours
	Spray viscosity Ford #4 @ 68°F/20°C	15 - 17 seconds	15 - 17 seconds
	Gravity gun nozzle HVLP	1.1 - 1.3 mm	1.1 - 1.3 mm
	Spray pressure HVLP at the cap	9 - 10 psi	9 - 10 psi
	Application	2 - 3 coats	2 - 3 coats
	Flash-off time @ 68°F/20°C	5 minutes between coats	5 minutes between coats
	Film build	2.0 - 2.4 mils	2.0 - 2.4 mils
	Coverage	659 sq. ft./gal @ 1.0 mils	693 sq. ft./gal @ 1.0 mils
	Drying:		
	68°F/20°C	45 minutes dust free; 8 hours to handle	45 minutes dust free; 8 hours to handle
	140°F/60°C	30 minutes; must allow 5 minutes flash before force dry	30 minutes; must allow 5 minutes flash before force dry
	Infra red short wave	6 - 10 minutes	6 - 10 minutes
	Infra red medium wave	N/A	N/A
	Sanding:		
	Wet by Hand	1200 or Finer	1200 or Finer
	Dry by Hand	P1200 or Finer	P1200 or Finer
	Dry by Machine	P1200 or Finer	P1200 or Finer
	VOC as applied	139 gms/liter (1.2 lbs/gal)	151 gms/liter (1.3 lbs/gal)
	Comments	Wait 24 hours before sanding, compounding or recoating.	