

Yellow Balau Hardwood Decking Data Sheet – page 3 of 3

Finishing for silvered weathered look

Install decking and leave to silver over time no maintenance required.

Finishing maintaining/enhancing colour using Owatrol Trade quality products

1st Option (recommended)

- 1) Leave for approximately one year to allow natural weathering to breakdown Millglaze*
- 2) Wet timber scrub off ground in dirt, while still wet apply Net-Trol Wood cleaner & Colour restorer
- 3) Leave for 10 – 20 minutes (do not allow to dry apply more Net-trol or damp with water mist)
- 4) Wash off with plenty of water
- 5) Leave to fully dry usually 24 hours
- 6) Apply Textrol penetrating oil wet on wet two coat application
- 7) Repeat approximately every 18 months or as timber fades this will depend on exposure to sunlight

2nd Option

- 1) To achieve oiled finish on newly installed decking Millglaze* must be removed first, to do this wet timber and apply diluted Prepdeck (dilute 1predeck:4water for Yellow Balau)
- 3) Leave Prepdeck to work 10 – 30 minutes do not allow to dry into decking spray mist water if required.
- 4) Rinse off Prepdeck with plenty of water
- 5) Neutralise Prepdeck with diluted Net-trol (1:1water) to stop Prepdeck reactivating when it becomes wet
- 6) Leave to fully dry usually 24 hours
- 7) Apply Owatrol Dek's Olje D1 saturating oil (note this oil has minimal UV protection so will fade)

Note 1 – Always work small manageable areas of decking of say 2m x 1m rather than trying to tackle the complete deck in one go and risk products like Prepdeck or Net-Trol drying into the decking

Note 2 – If decking has become faded do not just apply more oil, the surface must be prepared first with Net-Trol following steps 2) to 6) on '1st Option'

*Millglaze is the compacted surface which occurs during the machining process. The heat from the cutters draws natural oil in the timber to the surface compacting the fibres and creating a hard slightly shiny surface which will prevent an oil finish from penetrating as intended.

