

## MAINTENANCE INSTRUCTIONS FOR SIERRA STONE OVERLAYS

### **EXTERIOR:**

#### **Cleaning**

Pressure wash once a year is recommended to ensure minimal accumulation of sediment and moss. (Up to 2500 PSI)

#### **Stains**

***Oil stains, stains from planters, tire marks, etc:*** Use an all-purpose cleaner/degreaser (i.e. Krud Kutter), scrub it with a bristle broom and then hose it off or pressure wash it.

***Never use cleaners containing Xylene or Acetone (such as Goof Off, etc)***

***To prevent stains from planters, use saucers.***

#### **Moss**

A strong pressure wash (up to 2500 PSI) is enough. You can use moss killers, but they are only a temporary solution. Moss prevention sprays also work well, i.e. 'Spray and Forget' can be ordered from ACE.

#### **White areas (looks like mineral built-up)**

Spray acetone lightly over the white areas. The white will disappear immediately. Be sure to use a fine spray bottle (plastic spray bottle from Home Depot will do).

**Only to be applied at temperatures above 60 degrees and when the surface is dried out and will stay dry for the rest of the day.**

If you feel uncomfortable to do this, give us a call and we will do it free of charge during warranty.

### **MAINTENANCE**

Depending on the sun exposure and wear and tear, a re-coat of Sierra Stone Epoxy is recommended every 3 to 5 years. That will bring back the shine and color of the stone and provides also an extra bonding of the stone.. The re-coat is applied with a paint roller and could be done by the homeowner. Please refer to attached price list for re-coats or call us for information

### **INTERIOR:**

Sweep, vacuum, damp mop, etc. when necessary. On areas with high traffic you might want to clean it with a carpet cleaner for a complete cleaning. Hot water is not necessary and will dull surface shine.

***Never use cleaners containing Xylene or Acetone (such as Goof Off, etc)***

No other maintenance necessary. A re-roll of Sierra Stone epoxy is recommended every 5 to 10 years, depending on the use.