

Do-It-Yourself Chink Paint

It's easy to make your own Log Jam® chink paint on site. And since mixing your own costs 1/3 less than buying pre-mixed chink paint, it's the smart money-saving choice. Simply follow the instructions below, then apply over any water-based chinking*.

PREPARATION:

Be sure that all chink lines are clean and dry, free of waxes, mold, mildew, dust, pollen, etc.

MIXING INSTRUCTIONS:

Large Volume (Yield: approx. 5 gal. mixed)

- 1) Remove and set aside 1 gallon of chinking from a 5 gallon pail.
- 2) Add one gallon of distilled water back into the pail.
- 3) Using a high viscosity mixing blade (available at most hardware or paint stores), thoroughly mix the water and chinking.
- 4) Add additional water or chinking (in small increments) to "dial in" your preferred viscosity.

Small Volume (Yield: approx. 1 quart mixed)

- 1) Gun out entire contents of one 29 oz. cartridge of chinking into any large plastic container (such as a clean 1 gal. ice cream bucket).
- 2) Add in ½ pint (8 oz.) of distilled water
- 3) Using a mixing blade or a typical kitchen hand-held mixer, thoroughly mix the water and chinking.
- 4) Add additional water or chinking (in small increments) to "dial in" your preferred viscosity.

Floetrol®, a common additive used in the paint industry, can be used in place of water, if desired. Resulting mixture will not be noticeably different. (Floetrol® is a registered trademark of the Akzo Nobel group of companies.)

APPLICATION INSTRUCTIONS:

- 1) Using a foam paint brush, paint pad or trowel (whichever you prefer), apply the chink paint and smooth onto the chink line.
- 2) Clean off any drips or runs immediately so they don't dry on the wood and stain it.
- 3) Allow to thoroughly dry. Cover exterior walls with plastic if rainfall is expected within 24 hours after installation.

COVERAGE RATES:

Joint Width	3/4"	1"	1-1/2"	2"	3"
Lineal Feet per 1 gal.	1760	1320	880	660	440

^{*}Tested for compatibility with Sashco's Log Jam and Chinker's Edge® chinking. With other products, always test first.

