

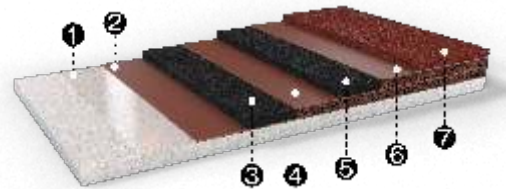
RUNNING TRACKS

POLTRACK FULL-PU

Synthetic outdoor system for running tracks in stadiums in total thickness of 15mm .

It is applied on fine asphalt or smooth, waterproof concrete, without rising humidity issues. After laying a PU primer for adhesion, follows the first layer (base layer), which consists of the FULL-PU colored polyurethane coating **POLAPLAST P28** and **RECYCLED RUBBER 858** broadcasted on top (fresh-on-fresh), a second layer comprising again the FULL-PU colored polyurethane coating **POLAPLAST P28** laid on the surface and **RECYCLED RUBBER 858** broadcasted on top (fresh-on-fresh) and the third layer (surface layer) is the full-PU colored polyurethane coating **POLAPLAST P28** laid on the surface and **EPDM** granules broadcasted on top to finish it off (fresh-on-fresh).

Certified system by WORLD ATHLETICS.



Steps:

1. **POLAPLAST P10 - Polyurethane primer.**
Applied by airless sprayer or brush.
2. **POLAPLAST P28, specially modified, colored full-PU coating,** applied by V-notch trowel.
3. **RECYCLED RUBBER 858,** SBR granules, broadcasted on the surface.
4. **POLAPLAST P28, specially modified, colored full-PU coating,** applied by V-notch trowel.
5. **RECYCLED RUBBER 858,** SBR granules, broadcasted on the surface.
6. **POLAPLAST P28, specially modified, full-PU coating,** applied by V-notch trowel.
7. **EPDM 856,** EPDM granules, broadcasted on the surface.

Description	Consumption
POLAPLAST P10 - Polyurethane primer.	0.2kg/m ²
BASE LAYER	
POLAPLAST P28 - Specially modified, colored polyurethane full-PU coating.	2.7kg/m ² for 5mm mixture
RECYCLED RUBBER 858 in granulometry of 1-4mm.	3kg/m ² for 5mm mixture
SECOND LAYER	
POLAPLAST P28 - Specially modified, colored polyurethane full-PU coating.	2.8kg/m ² for 5mm mixture
RECYCLED RUBBER 858 in granulometry of 1-4mm.	2.6kg/m ² for 5mm mixture
SURFACE LAYER	
POLAPLAST P28 - Specially modified, colored polyurethane full-PU coating.	2.8kg/m ² for 5mm mixture
EPDM 856 in granulometry of 1-3mm.	4.2kg/m ² for 5mm mixture