

**Product Description** PSC-8500™ Clearcoat is a versatile, high gloss, two-component acrylic clearcoat. PSC-8500's fast setting and through drying give you a superior combination of outstanding appearance and productivity.

PSC-8500 Clearcoat is suitable for all top-quality overall, spot and panel finishes. This clearcoat resists shrinkage and dieback, and retains its glossy appearance whether baked or air-dried. And with advanced UV filters and absorbers, your finishes keep their beauty longer.

### Components



**Clear** PSC-8500  
**Activators** ICA Series 799–803  
**Thinners** ICR Series 1692–1695

### Substrates

- Pro-Spray Basecoats
- R-6028™ Basecoat Blender
- Sanded OE Clearcoat

### Surface Preparation



Mask entire vehicle to eliminate unwanted overspray.

### Mix Ratio

Refer to "Pro-Spray Activator Selection Guide".

**Clear**  2 Parts  
**Activator**  1 Part  
**Thinner** | up to **10%\***

**NOTE:** Add up to 10% ICR Series Thinner if using typical 2-coat application.

### Pot Life @ 72°F / 22.2°C



1–2 hours

### Viscosity @ 72°F / 22.2°C

17–19 secs DIN4

### Gun Set Up



**High Efficiency** 1.2mm–1.4mm  
**HVLP** 1.2mm–1.4mm

### Air Pressure



**High Efficiency** 15–29psi @ the gun  
**HVLP** 6–10 psi max @ the cap

**NOTE:** Refer to individual gun manufacturer for proper spray gun setting.

### Application



Two medium wet coats.  
Allow 5 minutes flash between coats.

# H.S. Urethane Clearcoat

## PSC-8500

### Flash / Dry Times @ 72°F / 22.2°C



#### **Air Dry**

**Flash between coats:** 5–10 minutes

**Dust free:** 10–20 minutes

**Time to assemble:** 4–6 hours

#### **Force Dry**

**Flash before Force Dry:** No flash required.

**Cycle Time:** 25–30 minutes @ 140°F/60°C metal temperature.

**Handle/Sand & Polish:** After full cool down.  
(Dry and cure times are dependent on air movement, temperature and film builds.)

#### **Infrared Dry**

Refer to the infrared manufacturer's guide for setup recommendations.

### Blending

Use of ICR-1401™ Fadeout Thinner may be used to fade out the edge of the clearcoat; follow procedures outlined in Technical Data Sheet *TDSNR/ICR1401*. AB-1005-12™ Aerosol Blender may also be used for blending. Please refer to *TDSL/VAB1005* for application procedure.

### Polishing



#### **Air Dry**

After 24 hours.

#### **Force Dry**

2 hours after cooldown.

#### **Sanding**

Use 2000 grit wet or finer. Or use 2000 DA or finer.

#### **Compounding**

Use finishing compound. Apply a thin ribbon of material to the area to be polished. Use a double-sided wool polishing pad or a foam pad. Maintain air polisher or variable speed buffer at 1500–2000 rpm. Remove excess finishing compound with a clean, soft cloth prior to applying finishing polish.

### Special Notes / Clean Up



**Clean Up** Clean equipment after use with a cleaning solvent. Dispose of solvent according to state, local and federal regulations.

### Physical Data

<b>VOC (RTS) per U.S. Gal</b>	4.0 lbs (maximum)
<b>Recommended Dry Film Thickness</b>	2.0 mils minimum after sand/polish
<b>Total Solids by Weight (RTS)</b>	48.7%
<b>Coverage - Sq. Ft. /100 ml (RTS)</b>	7.99

### Health and Safety



For professional use only. KEEP OUT OF REACH OF CHILDREN. WARNING! CONTENTS ARE FLAMMABLE. VAPOR AND SPRAY MIST IS HARMFUL. SKIN AND EYE IRRITANT.

Do not handle the Pro-Spray products until the Material Safety Data Sheets have been read and understood in their entirety. Ensure that all employees are trained on Material Safety Data Sheets and all chemicals with which they come into contact. The manufacturer recommends the use of an air-supplied respirator when exposed to vapors or spray mist. Wear protective clothing, gloves and eye safety with a side shield.

This data sheet information is given in good faith but without warranty. The information contained herein represents the current state of our knowledge and is intended as a guide to our products and their uses; it is not intended for insurance of certain product properties or of their specific applications.

Follow all warnings on product labels.