



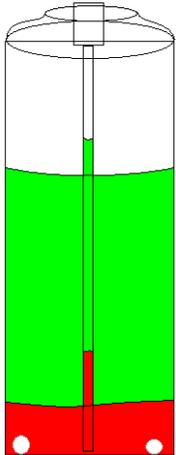
Mohawk Finishing Products Division of RPM Wood Finishes Group, Inc.

The Importance of Clearing the Tube Before Using an Aerosol

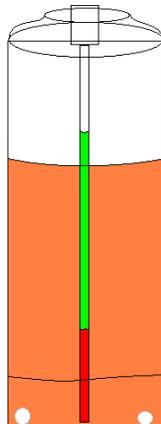
Clearing the tube of an aerosol can is important any time the aerosol has sat for any amount of time, especially before the first use.

This is a simple procedure that involves properly agitating the can (shaking for one full minute) and then spraying it for approximately 3 seconds in a safe direction but not onto the part that is going to be sprayed. This allows the material that remains in the dip tube that cannot be agitated to be evacuated and not dispensed on the job part.

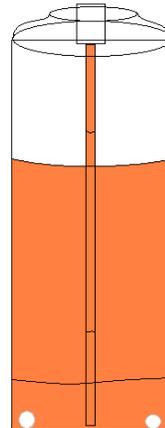
When an aerosol is filled the agitator balls are first inserted, followed by the paint (stain, glaze, lacquer, etc.). Next the valve is put on and crimped. The propellant is then "shot" in through the valve. When the propellant is added it pressurizes the can. This pressure immediately forces a small amount of paint into the tube. This paint in the tube settles in the tube the same as the rest of the paint settles in the can, although the paint in the tube is not affected by the agitator balls moving in the can the way the rest of the paint is.



Before Shaking



After Shaking



After Shaking and
Clearing Tube

The Importance of Clearing the Tube After Using an Aerosol

It is equally important to clear the tube after each use to help prevent clogging and spitting in the future, especially for aerosols that contain pigment or flattening paste.

To clear the tube, turn the aerosol can upside down and spray in a safe direction depressing the spray head until the liquid is no longer dispensed (only air). Then use a cloth to wipe away any liquid left on the orifice of the spray head. This procedure clears the nozzle and the spray head so the contents of the can won't clog them.

After the can sits for several days, some of the contents will re-enter the dip tube. Therefore, use the procedure above to assure that the unmixed contents of the tube aren't sprayed on your project.