

NAX 9000 UNIVERSAL POLISHING COMPOUND

Product description

Nax 9000 Universal Polishing Compound is a powerful polish-emulsion containing bespoke oils and strong micro-abrasive particles. It is specifically designed to renovate strongly damaged and oxidized paints to a high-gloss finish. The Nax 9000 Universal Polishing Compound is also suitable for new and fresh paints. Nax 9000 Universal Polishing Compound is extremely easy to use, due to superior formulation methods.

Water can be used to process Nax 9000 Universal Polishing Compound. The compound can be used by hand or machine and does not contain any silicones.

Directions for use

Shake well before use. Remove paint defaults such as overspray, orange peel effect or deep scratches by using professional sanding materials. Use sanding paper with 1200-grit or finer.

Manual

Use the yellow micro fibre cloth for an optimal result. Apply the required amount on to the surface. Polish the surface with circular movements until the desired result has been

Machine

For an optimal result use a polishing machine with the Medium Cutting fleece pad. Add a small amount of Nax 9000 Universal Polishing Compound to the pad or onto the surface. Spread the product equally over the surface using low speed. This will prevent it from splattering.

Increase to medium speed (1200-1500 RPM). Do not use pressure on fresh paints. Increase speed and pressure on hard paints. When the desired result is achieved, remove the possible remaining residues by using a yellow Micro Fibre Cloth and rub the surface to high gloss.

Related products and ancillaries



Medium Cutting Fleece



Yellow Soft cloth



Backing plate 125mm

Product benefits

Product does not dry during application Can be used by hand and/or machine Can be processed with the Compounding Pad Silicone and ammonia free High gloss after compounding Strong cutting action (P1200) Low dust

Tips

Stock the polishing fleece or pad in use on a clean spot to prevent it from soiling

Refer for safety information to the MSDS