

Masters Blend

Masters Blend is an entirely new product and material to most people. Masters Blend is a trade mark name and the product is a Polyol using two agents, a base and catalyst. Because of its wide versatility it will repair and preserve things that were previously hard to repair. It is a combination filler, coating and bonding agent. This fast curing material will accept any type paint finish beautifully. It can be readily sanded, drilled, sawed, nailed, cut and worked pretty much like hard wood.

Masters Blend is initially a very thin fluid combination much like water and its penetration quality as pouris material is unmatched. Masters Blend cures (dries) by the heat of chemical reaction between the two base materials light and dark. However, this chemical action takes place much faster which is another of its outstanding qualities.

BASIC MIXING INFORMATION

Masters Blend is quite easy to mix and apply. There are a lot of variations one can device depending on the imagination and requirement.

Masters Blend can be mixed in just about any container except styrofoam. The small plastic pill cups used in hospitals are excellent as they are made of polystyrene which is one of the things Masters Blend will not adhere to. These little pill cups can be used over and over again. Paper cups, (unwaxed), plastic margarine and other butter containers are also good. The scope of the job will usually dictate the size of the mixing containers. Most jobs do not require a large amount of Masters Blend and to avoid unnecessary waste do not mix more than can be utilized before kick time. It is also important that the job be completely ready for Masters Blend application before combining the two liquids. Tools, brushes, thinners, and other paraphernalia should all be in hand. Remember the kick time will be directly effected by the temperature you are working in. Masters Blend will set in 3-5 minutes at or about 70° F. Cooler temperatures will increase working and set time. Warmer temperatures will reduce them. Set or kick time can be somewhat controlled as covered further on.

Measure out equal amounts of the light and dark fluids into separate containers. Separate containers are recommended as one can readily view the proper amount of fluid in each without special or complicated measuring equipment. It also simplifies the process. Simply pour the measured light and dark fluids together and immediately stir enough to blend the two together. The now blended mix will remain very thin and watery up to the set point. This very thin liquid solution is ideal for maximum penetration into the feet and other materials. It can be applied by brushing or in flat work, just by pouring.

It is important to realize that a liquid this thin, although great for some applications, would not be practical in many other situations.

Cleaning brushes and equipment can be done very easily by using a small container of lacquer thinner, acetone, or any of the polyurethane solvents. Brushes and tools must be placed in thinners prior to Masters Blend setting up. Only the cheapest brushes and applicators are recommended, as their useful life is limited at best.

Cure or kick time control can be adjusted somewhat by several methods. Masters Blend sets up reasonably fast and has many advantages due to this feature. The basic Masters Blend is formulated to set the kick time between 3-5 minutes at 70° F. Masters Blend cures by the heat generated when the two chemicals, light and dark, are combined. Whenever something is done, to prevent the heat buildup, the Masters Blend cure time will be extended and more working time or application time will be available. When applying Masters Blend on a hot summer day the set time will be much quicker. It is then recommended that work be done in a cooler area. If the Masters Blend bottles are pre-cooled on ice, the temperature is lowered and more work time is gained. The best method is probably using Masters Blend from very shallow containers, foil baking pans, TV dinner trays, ect. The Masters Blend

INFORMATION SHEET

when in shallow container can't build-up the heat as quickly and will allow more work time.

DO NOT PLACE MASTERS BLEND IN A REFRIGERATOR WITH FOOD as the food will absorb odors and possibly become contaminated.

Cooler temperatures have no effect on Masters Blend except to slow set time and increase applicator time. Storing in cool places will usually extend shelf life.

WHY MASTERS BLEND IS MADE TO CURE FASTER

The people who use Masters Blend most like it because it cures fast. Masters Blend adheres almost instantly to any properly prepared surface...while using Masters Blend keep in mind that the best results are obtained when it and the surface to be prepared are at 70° F. Since heat hastens curing and cold retards it.

MASTERS BLEND is a product of
SCHAEFER WATERFOWL ARTS
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Designed with the WILDLIFE ARTIST in mind
Bottled and Distributed by KP Distributing

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WARNING

Hazardous liquid and vapor. May cause irritation to skin and eyes. Do not get in eyes or on skin or clothing. Vapors may cause respiratory irritation.

Use only with ventilation sufficient to keep concentration of volatile components below the present allowable levels specified by appropriate local, state, and federal agencies.

FIRST AID

In case of contact, immediately wash eyes or skin with plenty of water for at least 15 minutes. For eyes get MEDICAL ATTENTION at once.

If accidentally swallowed, seek MEDICAL ATTENTION. If large amounts are swallowed, INDUCE VOMITING.

MASTERS BLEND: MULTI PURPOSE MEDIA

SAFETY: It is important to use rubber or latex gloves, wear proper eye protection, and work in a well ventilated area.

CLEAN UP: Lacquer thinners or acetone.

MIXING CONTAINERS: Strong plastic or metal - no styrofoam or thin plastic drinking cups.

CURE TIME: Will start to gel in about 5 minutes. Depending temperature will depend on the temperature. *MASTERS BLEND* can be cooled to lengthen the working time.

FOR INJECTING FEET

3cc Syringe works best with a 22 gauge needle or less. Put a little vaseline on the rubber plunger and coat the inside of the syringe for longer usage. Pour part A in one container and part B in another, fill half of syringe with part A then the other half with part B. Tip syringe and MASTERS BLEND will mix in syringe, giving a little more working time. Inject foot at injection points (see illustration). Some fluid will run out

INFORMATION SHEET

but you will see the foot pump up to where it will stay. Clean it with lacquer thinner. After foot has hardened and dried, seal and its ready for finish work.

SOME OTHER USES FOR MASTERS BLEND

- Use to fix broken bones, just wrap damaged area with cotton, apply some MASTERS BLEND and it sets in minutes.
- To reinforce wrapped necks on birds.
- Coating eyes for the wet look.
- On wood bases for a hard finish and seal.
- Mix with potting soil or sawdust for a fast ground scenery base.

After Cured, MASTERS BLEND can be sanded, nailed, carved, painted, it's tuff stuff. It can be colored with paint during mixing for different effects.

MASTERS BLEND is very thin and a little goes a long way.

Let your imagination run and you can be creative.

THINK WORLD CLASS

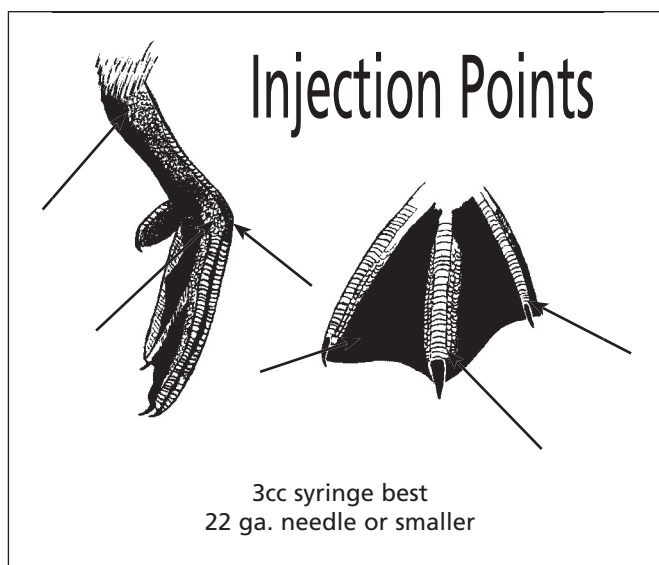


Illustration of Injection points

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