

Kneading is All You Need

## EASY JET SPEED MORTAR 20

### USE

Emergency mending for concrete  
 Various engineering works  
 Fixing a fence, gate and sign  
 And etc.

### PACKAGING

20kg in Poly bag  
 (a bag becomes approximately 10 liter jet speed mortar)

### COMPOSITION

Packaging	Water dosage	kilograms per litter	Mortar Ammount/per bag	Regular Dosage/1m3 Powder	Water
20kg/bag	approx 3.6liter/bag	2.2kilograms/liter	10.7 liters	1,865kilograms	336liters

### How to Use

#### 1.Kneading

- Put EASY JET SPEED MORTAR 20 into a mortar mixer and rotate it.
- Put prescribed water into it and stir for 2 or 3 minutes.

You can use concrete polymer liquid added triple water to improve water absorption, adherability and durability.

#### 2 Casting

- Water the substrate enough. Cast EASY JET SPEED MORTAR 20 on it continuously to prevent a joint. Compact concrete immediately after casting with a stick

#### Finishing Surface

- Level the surface quickly with trowels.



### Physical

EASY JET SPEED MORTAR 20 is cured in 30minutes at 20 degree celsius

compressive strength (N/mm <sup>2</sup> )	age	temperature	5 degree celsius	20 degree celsius	30 degree celsius
	3 hours			0.8	1.4
1 day			6.3	5.6	5.7
3 days			8.0	8.6	8.8
7 days			13.4	15.3	16.5
28 days			22.9	30.1	33.9

flexural strength (N/m <sup>2</sup> )	age	temperature	5 degree celsius	20 degree celsius	30 degree celsius
	3hours			-	-
1day			1.98	2.04	2.10
3days			3.13	3.09	2.89
7days			4.01	3.81	4.11
28 days old			5.44	6.38	6.73

### Precaution

- This mortar is EXTRA rapid set. Be careful of the working hours.
- Placing of a large amount of Easy Jet Speed Mortar 20 may cause a crack on the surface due to the reaction heat. Ask our engineer first.
- Its curing may be slowed at the temperature below 5 degree celsius. This product is freezed at the temperature below 0 degree celsius
- It may cause a crack on the surface to be exposed to direct daylight and wind soon after placing, Curing sheets are recommended during the curing
- Away from heat and moisture, preserve in doors