




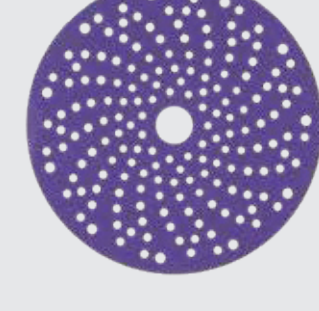






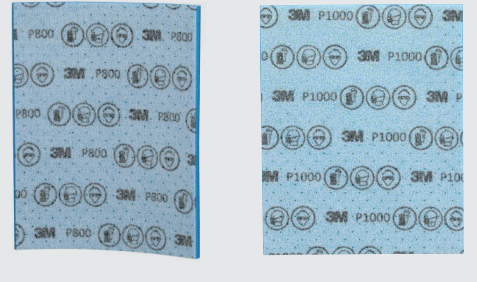

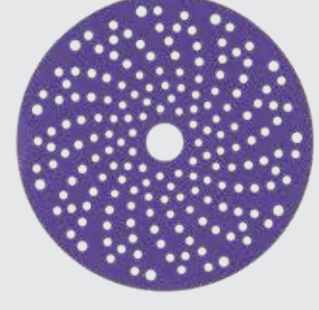






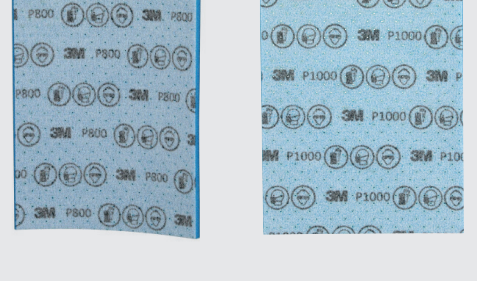

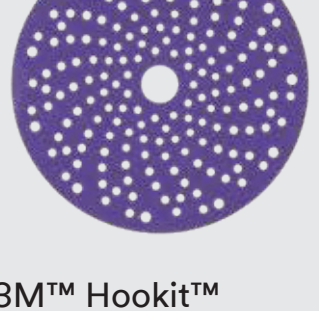





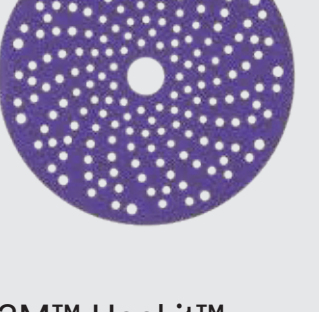


Personal Safety

- Comfort Particle Mask P3
- Hearing Protection
- Comfort Goggles
- Reusable Overall
- Safety Gloves

1		<ul style="list-style-type: none"> • 3M™ Hookit Cubitron™ II 120+ to 150+. • Apply dry guide coat in order to highlight sanding scratches. • 3M Clean Sanding System Pneumatic Precision Random Orbital Sander (150/5 or 150/8) or Electric Random Orbital Sander (150/5). 	 3M™ Hookit™ Cubitron™ II Abrasive Discs	 3M™ Pneumatic Precision Random Orbital Sander (5mm orbit and 8mm orbit available)	 3M™ Electric Random Orbital Sander (150mm/5mm)	
2		<ul style="list-style-type: none"> • 3M™ Hookit Cubitron™ II 220+ - 240+. • Refine previous sanding scratches in order to reduce the possibility of solvent migration from bodyfiller into the OEM paint layers. If this happens it can lead to surface swelling around the repair. 	 3M™ Hookit™ Cubitron™ II Abrasive Discs	 3M™ Dry Guide Coat		
3		<ul style="list-style-type: none"> • 3M™ Hookit Cubitron™ II 120+ to 240+. • Roughly shape the body filler. • Ensure that you use dust extraction. • Identify and highlight sanding scratches through the application of dry guide coat. 	 3M™ Hookit™ Cubitron™ II Abrasive Discs	 3M™ Hookit™ Purple Hand Block, 70 × 198 mm	 3M™ Hookit™ Cubitron II Abrasive Sheet Rolls	
4		<ul style="list-style-type: none"> • 3M™ Hookit™ Flexible Foam Abrasive Sheet, P800-P1000. <p>Note: FFAS provides maximum process safety.</p>	 3M™ Hookit™ Flexible Foam Abrasive Sheet, P800-P1000			
5		<ul style="list-style-type: none"> • 3M™ Cubitron™ II 320+. • It is advisable to work with a soft interface pad when sanding curved areas. <p>Tip: The choice of the fine grit has to be adjusted to the solvent sensitivity of the original paint. The higher the solvent sensitivity of the original paint, the finer the sanding before primer application (e.g. 400+).</p>	 3M™ Hookit™ Cubitron™ II Abrasive Discs	 3M™ Interface-Pad		
6		<ul style="list-style-type: none"> • 3M™ Hookit™ Purple+ Multihole Handblock and 3M Cubitron II 320+ to 400+. • Highlight the texture and structure of the primer using dry guide coat. • For best result and the most efficient process always use dust extraction. 	 3M™ Hookit™ Purple+ Multihole Hand Block, 70 × 198 mm	 3M™ Hookit™ Purple+ Multihole Hand Block, 70 × 198 mm	 3M™ Dry Guide Coat	
7		<ul style="list-style-type: none"> • 3M™ Hookit™ Flexible Foam Abrasive Sheet, P800-P1000 <p>Note: FFAS provides maximum process safety by reducing the risk of burn through.</p> <ul style="list-style-type: none"> • Identify and highlight sanding scratches through the application of dry guide coat. 	 3M™ Hookit™ Flexible Foam Abrasive Sheet, P800-P1000			
8		<ul style="list-style-type: none"> • Large area sanding 3M Cubitron II 400+ to 500+. • For critical colours use a 3M™ Hookit™ Flexible Foam Disc P600 as a last sanding step after 400+/500+. • Alternatively, use 3M Cubitron II 600+ directly on the primer. • Clean the surface with 3M™ Scotch-Brite™ Abrasives Discs. <p>Tip: It is advisable to work with a soft interface pad sanding curved areas.</p>	 3M™ Hookit™ Cubitron™ II Abrasive Discs	 Flexible Foam Abrasive Disc	 3M™ Pneumatic Precision Random Orbital Sander (150/2.5mm)	 3M™ Electric Random Orbital Sander (150mm/2.5mm)
9		<ul style="list-style-type: none"> • Prepare adjacent areas of the OEM clearcoat. • Use 3M Flexible Abrasive P800 - P1000 to retain the texture on the blend panel. • Use 3M™ Cubitron™ II 800+ - 1000+ to remove any texture from the blend panel. 	 3M™ Hookit™ Flexible Foam Abrasive Disc, P800 - P1000	 3M™ Hookit™ Cubitron™ II Abrasive Discs		