

SUPER GOLDEN

RET-8340G/RET-8340G-4

Super Golden Carpet Seaming Heat Bond Tape with Gold Foil paper.
Knitted Scrim with 9 beads of Heavy premium amber hot melt adhesive.
Manufactured to Strict Quality standards in U.S.A.

Gross weight per Roll	1.1/2.7 KG ± 0.1 KG
Roll length	20/50 Meters
Roll Width	92 MM
Paper	Gold Foil Paper
Back treatment	Silicone Release
Reinforcing cross fiber	100% continuous filament low profile fiberglass
Reinforcing length fiber	100% spun shrink resistant fiber
Hot melt ring & ball softening point	95°C ± 5°C
Recommended for medium residential and light commercial foot traffic. For jute, Actionbac®, latex back and Shaw Softbac® carpets.	
Maximum adhesive weight allows adhesive to reach into rough back carpets.	

RECOMMENDATIONS FOR CARPET SEAMING:

1. To reduce smoking and odors, keep seaming iron clean. Adhesive build up can reduce the iron temperature by 40°C.
2. Seam location is Important. Place the seam length ways to the light source. This will minimize the possibility of shadows highlighting the seam.
3. Prior to installation test a sample piece of carpet. Be sure the backing you are trying to seam is suitable for seaming with hot melt carpet seam tape.
4. All ways seam seal both edges prior to seaming using STIXX™ glue sticks, a premium professional grade hot melt glue stick.
5. Be sure the iron has a heat shield to protect against excessive heat transfer that can shrink and curl synthetic backing and yarns.
6. To eliminate possible shading along the seam, seam in the direction of the nap. Keep iron moving at a steady rate.
7. As the iron is moving down the seam, guide the carpet off the rear of the iron and press it firmly into the hot adhesive and immediately roll with a smooth seam roller.
8. Use a non-metallic seam weight such as the Traxx Fusion Seam Weight as you seam, to make sure the carpet backing does not pull loose from the tape before the hot melt has time to set up properly.
9. Prior to stretching carpet with a power stretcher, allow enough cool time for seam.