

Crack Injection Guide for Crack-Pac® Flex-H₂O™ Crack Sealer

INJECTION TIPS

- For narrow cracks it may be necessary to increase the pressure gradually until the polyurethane begins to flow. It may also be necessary to wait a few minutes for the material to fill the crack and travel to the next port.
- If desired, once the polyurethane has cured, remove the injection ports and paste-over epoxy or hydraulic cement. The paste-over can be removed with a chisel, scraper or grinder

TROUBLESHOOTING

Polyurethane is flowing into the crack, but not showing up at the next port.

This can indicate that either the crack expands and/or branches off under the surface of the concrete. Continue to inject and fill these voids.

Back pressure is preventing epoxy from flowing.

This can indicate several situations:

- The crack is not continuous and the portion being injected is full.
- The port is not aligned over the crack properly.
- The crack is blocked by debris.

Polyurethane is leaking from the pasted-over crack or around injection ports.

Stop injecting. If using a fast cure paste-over material (ETR or CIP), wipe off the leaking injection epoxy with a cotton cloth and re-apply the paste over material. Wait until the paste-over epoxy

has completely hardened. If the leak is large (e.g. the port broke off of the concrete surface) it is a good idea to wait approximately 30 minutes, or longer as necessary, to allow the paste-over to cure more completely. Check to see that the paste-over is hard before re-injecting or the paste-over or ports may leak.

Another option for small leaks is to clean off the injection adhesive and use paraffin or crayon to seal the holes.

More polyurethane is being used than estimated.

This may indicate that the crack either expands or branches off below the surface. Continue to inject and fill these voids.

Less polyurethane is being used than estimated.

This may indicate that the crack is shallower than originally thought, or the polyurethane is not penetrating the crack sufficiently before moving to the next port.

