

MAINTENANCE

UPOFLOOR SAFETY FLOORS

Please use felt floor protectors on all furniture to prevent floors from being scratched and to keep them easy to care for.

For manual maintenance use mops which are intended for safety floors.

Do not use waxes or polishes as they will reduce floor slippery resistance properties.

Initial cleaning

After the flooring has been installed, all dirt and construction debris should be completely removed and floor swept clean. Remove loose dirt with a vacuum cleaner, mop or brush. Wash the floor with a single disc rotary machine.

Use medium hard cleaning brush or red pad with mild alkaline detergent, or if the floor is very dirty, alkaline detergent. Let detergent mixture stay couple of minutes before cleaning work. A clean, dry floor can be treated with maintainer if required, but it is important to understand possible negative influence on slippery resistance properties.

Routine maintenance

Remove loose dirt. Use dry and/or damp methods for maintenance cleaning.

It is advisable to alternate dry methods with damp methods to prevent dirt from becoming embedded in the floor. Use neutral or mild alkaline cleanser. Make sure that the floor surface is dried.

Remove stains, e.g. graphite stains, daily to prevent dirt from becoming embedded in the floor. Always use machine cleaning when the floor space and use allows this. This will ensure that floor stays cleaner. Use brushes or red pads in the machine. A clean, dry floor can be treated with maintainer if required, but it is important to understand possible negative influence on the slippery resistance properties.

Basic cleaning

Wash the floor with an alkaline or strong alkaline solution depending on how dirty the floor is. Follow the product manufacturer's guidelines. Use scrubber drier machine or a single disc machine with brushes or red pads.

Rinse the floor. A clean, dry floor can be treated with maintainer if required, but it is important to understand possible negative influence on slippery resistance properties.