

ALGAE STAINING - NATURAL STONE EXTERNAL

Always follow manufacturers guidelines – these can be downloaded from the relevant product page on our website. We always recommend conducting a test in a discreet area prior to a full application of the product. Wear appropriate clothing and protective wear, such as gloves and glasses.

Our range of natural stones are dense and hardwearing; however, it is necessary to maintain them correctly to keep them looking their best. There is no rule on the frequency, it comes down to usage and personal preference. Lithofin is our preferred brand for sealing and maintenance products. Their comprehensive range of products have been rigorously tested for their compatibility with both natural stone and porcelain for internal and external applications - as such, we have used and sold Lithofin's products to protect and maintain our products for over twenty years.

What you will need:

- Lithofin Algex (approx coverage: 20 to 50m² when using a watering can; up to 200m² when using a sprayer)
- Garden Sprayer or Watering Can

For the build-up of Algae, we recommend using the Lithofin Algex, designed to remove and protect against green, slippery deposits. Begin by testing the product on two affected tiles using the below method. If stubborn algae remain, please contact the technical team at Lithofin who will be able to advise further.

1. Apply Lithofin ALGEX diluted with water approx. 1:10 (or when used as a preventive treatment 1:20) and distribute on the surface using a watering-can or a pump sprayer.

After application, the areas should not be rained on for at least 4 hours. The surfaces will become bright, clean and free of deposits within five days. Surface residues can be washed off with water or they will disappear when it rains. Lithofin Algex inhibits growth of Algae for between 3-6 months. Protect plants, textiles, metals, wood, etc.

Lithofin technical helpline: 01962 732 126

Always keep pets and children away from any treated areas until the product has been removed.