



Cleaning & Maintenance Guideline

Indoor Rubber Flooring

Square Cut

A) Post Installation Cleaning

- When flooring installation is complete, and adhesive is fully cured:
 - Sweep floor to remove any debris, then dust mop thoroughly to remove all surface dust and dirt using a dust mop or microfiber mop.
 - Damp mop using DinoClean or a neutral PH cleaner diluted with warm water using a microfiber mop (see dilution rates on label).
 - Use a two-bucket system and change the water frequently.
 - Do not use any oil base cleaners as they will deteriorate the mats.
 - If floor has been unprotected during construction and an excessive amount of dirt or dust is present additional cleaning with an auto scrubber may be required.
 - An RPM of 185 and brush pressure between 35 and 85lbs are recommended.
 - If disc type equipment is used, be sure to use a soft nylon brush, not a pad.
 - Do not flood floor.
 - Allow to dry thoroughly.
 - Apply a treatment of DinoCoat according to instruction provided by Dinoflex if desired.

B) General Maintenance

Sealed/Non-Sealed Floors

- Typically, Dinoflex Recycled Rubber Flooring requires less maintenance than other types of flooring.
 - Sweeping then damp mopping with a microfiber mop is the preferred method.
 - Do not use a string mop
 - Use a two-bucket system with DinoClean or a neutral PH cleaner and change water frequently.
 - Products containing solvents and acids will attack the composite structure of the rubber flooring and cause deterioration.
 - Sealants, waxes, etc. can alter the surface characteristics and appearance.
 - Dinoflex does not assume any responsibility for damages caused by chemical additives.
 - If a protective coating such as DinoClean is used, be sure to apply a coating after cleaning.

C) Floor Treatment

- Please note that treating recycled rubber is not required for all applications.
- Mats with a predominance of light-colored EPDM will be easier to clean and maintain if treatment is applied.
- Contact your Dinoflex Supplier for the correct choice in your application.



