

## Glass Scratch Repair Kit Including 220V Bosch Grinder (Model: F.GRK.001.220)





When performing a scratch repair on tempered glass, first use the Speed Adjustable Angle Grinder and the No. 1 Grinding Pad to perform a rough grind. Note that the grinding pad must be level with the glass and the speed adjusted to



When using the No. 1 Grinding Pad, you can perform the task without the need for water. Although, if using non-tempered glass, the temperature of the glass should be controlled so it does not overheat, which in turn could shatter the plass.



Once you have created a rough grind on the glass, replace the No. 1 Grinding Pad with the No. 2 Grinding Pad for a finer grind. Please note that the grinding area for the No. 2 Grinding Pad should be greater than the area for the No. 1 Grinding Pad to avoid any deformation.



In order to ensure the highest effectiveness of grinding, the glass powder on the Grinding Pad should be cleaned away periodically during the process.



- A revolutionary glass repair kit that quickly removes even the toughest of scratches from glass.
- Manufactured using revolutionary technology, the grinding material features a high shear force and longer lifespan.
- The grinding pad directly absorbs the vibration generated during glass grinding, which enables a smooth and stable operation.
- With this product, a scratch 5cm long can be reparied within 30 mintues, under normal circumstances.
- Easy to use and highly effective.
- Includes 220V Bosch Grinder.
- \*\*Extra care needs to be taken not to overheat non tempered glass during the scratch removal process or the glass may break due to overheating\*\*

## Attributes:

**Product Code:** F.GRK.001.220

Unit Of Sale: Kit















After completion of the fine grinding, replace the No. 2 Grinding Pad with a polishing pad and proceed with polishing the glass.



During the polishing process, add water continuously and observe the polishing effect throughout.



Once finished polishing, the scratch should now be repaired.