

Sutherland Welles Ltd.®

Sustainable, natural & earth-friendly Polymerized Tung Oil wood finishes.



Murdoch's Hard Sealer

There are some timber frame designs that prefer a highly finished look. This is best achieved using a fortified oil such as Murdoch's Hard Sealer.

The brushed application builds a rich, uniform sheen, thus creating a finished look with uniform reflectivity.

Ceiling Instructions Low-Medium Sheen

step 1:

- Apply Hard Sealer
- Don't wipe finish
- Let cure 24 hours

step 2:

- Sand 400 grit
- Vacuum & tack surface

(use Mineral Spirits on a rag to clean surface)

step 3:

- Apply Hard Sealer
- Wait 20-25 min.
- Wipe unabsorbed finish
- Let cure 24 hours

step 4:

- Sand 400 grit
- Vacuum & tack surface

step 5:

- Apply Hard Sealer
- Wait 20-25 min.
- Wipe unabsorbed finish
- Let cure 24 hours

Repeat steps 4-5 for higher sheen.

Post & Beam DENSE Wood Instructions Low-Medium Sheen

step 1

- Apply Hard Sealer
- Don't wipe finish
- Let cure 24 hours

step 2:

- Apply Hard Sealer
- Wait 20-25 min.
- Wipe unabsorbed finish
(If the wood is smooth)
- Let cure 24 hours

Repeat step 2 for higher sheen.

Post & Beam POROUS Wood Instructions Low-Medium Sheen

step 1

- Apply Hard Sealer
- Let cure 24 hours

step 2:

- Apply Hard Sealer
- Let cure 24 hours

Repeat step 2 for higher sheen.

Interior Timber Frames

Wood Preparation

All wood surfaces should be free of lint, dirt, grease, wax, oil and old paint. If you are refinishing old wood, please make sure to remove any loose old finish. **Sand the wood using 120/220 grit paper.** Avoid using higher grits as they close down the wood pores, which interferes with maximum penetration on the initial first coat.

Applicator Options

Rag: Scott® blue paper shop towels

Brush: Natural white china bristle brush (thin coats only)

Cure Test

Lightly sand several inconspicuous areas. A fine, white powder indicates that you can safely apply another coat.

**Gentle use after 24 hours. Resin fully cures through 7-14 days & full tung oil cure through after 30 days
(+/- based on local humidity/elevation/temperature)**