

Solid Surface is the perfect combination of beauty and quality for your home. With its non-porous smooth surface, Solid Surface can survive the nicks and cuts of daily use while preventing viruses, dirt, bacteria and mold from having a place to take root. Solid Surface can retain its pristine original appearance with minimal care by following the directions below.

1. DESCALING: Use a wet cloth to remove any scaling or build-up, Wipe the product down with a dry cloth to prevent watermarking (Watermarking may occur more or less frequently depending on the water quality and plumbing in your area) and reduce film build-up.

2. STAIN REMOVAL: Most stains, dirt, residue or grime can be removed using soapy water with a mild dish detergent and a cleaning sponge. For harder stains, spray an ammonia-based cleaner and let sit for a minute or two to help break up any stains that are not easily removed by soap and water alone. Wipe the product dry with a paper towel when the surface is sufficiently clean.

3. SCRATCH & SCUFF REPAIR: Light scratches can be buffed out using 400 – 1000 grit sandpaper progressing from a lower to higher grit till the scratches disappear (For deeper scratches we recommend using 100 – 800 grit sandpaper). Once all scratches are buffed out use water or a non-frictional cleaner and microfiber cloth to restore it to its original state. If a solid surface countertop has heavy coloring, scratches and scuffs should be fixed by a professional.

TIPS & WARNINGS:

- Clean the surface after each use using a microfiber cloth and household kitchen cleaning spray.
- **DO NOT** place hot pots and pans directly on the surface. Always use trivets or protective pads.
- Never cut directly on a Solid Surface surface, always use a cutting board.
- **DO NOT** use bleach or abrasive cleaners when cleaning your solid surface countertops, basins, bathtubs and other products made from this material.

For information regarding recommended cleaning products, please email us at: info@castellousa.com

castellousa.com