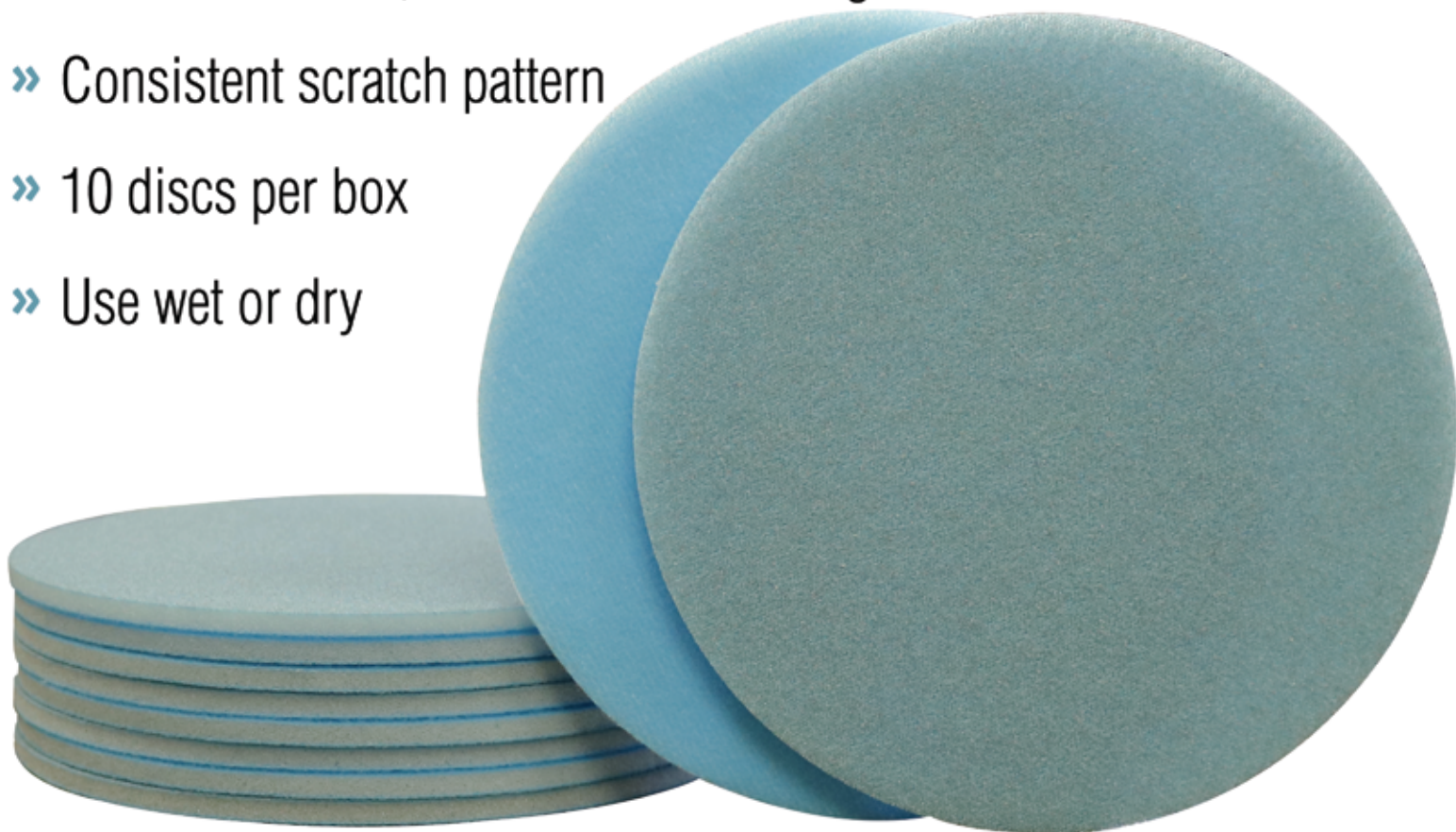


Medallion®

Refinish System

Introducing our new **Blend Panel Prep Discs** designed to provide a high quality, even finish in blend areas. These premium 6-inch, grip discs are crafted from a patented cloth backing that is laminated to an ultra-breathable, flexible foam. This unique foam “cushions” the abrasive grains to ensure a consistent scratch pattern and helps extend the life of the disc. Blend Panel Prep Discs provide a sand scratch comparable to P600 to P800 grit, which is ideal for panel blending. They can be used wet or dry. Contact your local Medallion Refinish Sales Representative today to order **MRS-FF800 Blend Panel Prep Discs**.

- » Creates ideal surface for blending paints & clearcoats
- » Ultra-breathable, flexible foam backing
- » Consistent scratch pattern
- » 10 discs per box
- » Use wet or dry



Medallion®

Refinish System

PREMIUM FINISHING ABRASIVE SYSTEM

Introducing our new **Premium Finishing Abrasive System** designed to provide a high quality, fine finish to any painted surface. These premium 6-inch, grip discs are crafted from a patented cloth backing that is laminated to an ultra-breathable, flexible foam. This unique foam "cushions" the abrasive grains to ensure a consistent scratch pattern and helps extend the life of the disc. These premium discs can be used wet or dry and available in the grits listed below. Contact your local Medallion Refinish Sales Representative today to order.



MRS-FF1000

Grit: 1000

Size: 6 inch

Color: Purple

Qty./Box: 10 discs

Application: Ideal for removing heavy texture, runs, large dirt particles, etc. Should be followed by a finer grit before buffing.

MRS-FF2000

Grit: 2000

Size: 6 inch

Color: Orange

Qty./Box: 10 discs

Application: Ideal for removing texture, small runs and dirt nibs. Should be followed by a finer grit before buffing.



MRS-FF3000

Grit: 3000

Size: 6 inch

Color: Red

Qty./Box: 10 discs

Application: Ideal for refining coarser sand scratches and removing micro-fine imperfections. Ideal final sanding step before buffing.

