

that's awesome!

Eco Friendly Since 1998[®]

NO RINSING

LEATHER CLEANER

THE ULTIMATE LEATHER CLEANER & CONDITIONER

EASILY REMOVES
Oil, Grease,
Tar, Food,
Coffee &
Tea Stains

**ALSO
CLEANS:**

Leather Shoes,
Bags, Lounges &
Saddlery

Leather Conditioner
made with
Natural Bees Wax!



Available in
250g Tub



Non Toxic & Biodegradable

THAT'S AWESOME LEATHER CLEANER

& CONDITIONER is completely safe for use on most leathers (*not to be used on suede or nu-buck*). Formulated using natural bees wax, this product does not leave any chemical or detergent residue, but nourishes and protects leather. (No tackiness or oily feel means you can use your leather immediately after buffing).

No need to rinse - saving precious water!

DIRECTIONS:

IMPORTANT - Shake bottle well before use!

Test in an Inconspicuous Area First.

DO NOT USE ON SUEDE OR NU-BUCK.

LEATHER CLEANING: - Leather, Vinyl, Plastic, etc.

(Sweep or vacuum dirt & sand off before use)

- Step 1.** Shake bottle well & spray liberally with **That's Awesome Leather Cleaner** directly onto small section. *(Do not allow to dry on leather surface and do not use in direct sunlight).*
- Step 2.** Using soft bristle brush, agitate grime in circular motion (do not rub hard).
- Step 3.** Wipe off residue immediately with dry microfibre cloth *(repeat if necessary).*

LEATHER CONDITIONING :- Leatherware

(Use only after cleaning process is complete)

- Step 1.** Using sponge applicator apply **That's Awesome Leather Conditioner** liberally over cleaned section of leather & leave to dry for approx. 1-2 minutes *(lightly wipe off excess conditioner).*
- Step 2.** Buff leather in circular motion with dry microfibre cloth or clean shoe polish brush to a smooth finish *(repeat if necessary).*

Keep out of reach of children

Always use in a well ventilated room. Wear protective gloves if prone to sensitive skin. Avoid eye contact and ingestion. If swallowed seek medical advice. In case of eye contact flush thoroughly with water.



Australian Owned
& Manufactured