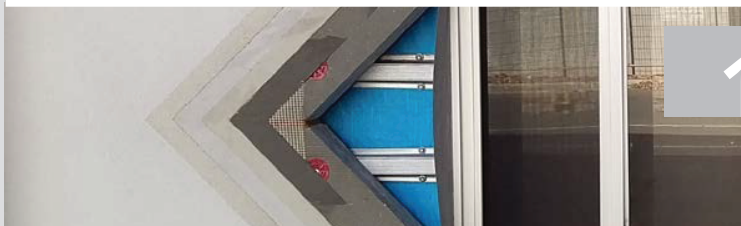


Rendex® COATING SYSTEM

FOR PRE COATED EPS CLADDING SYSTEMS



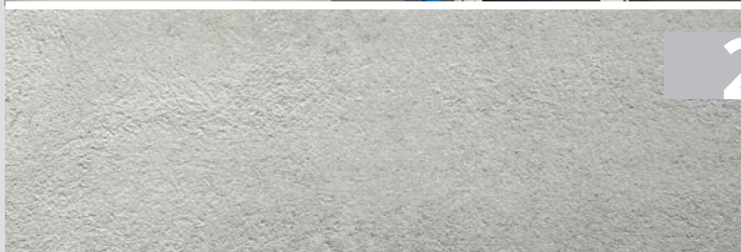
The **Rendex® Coating System** is an ideal coating system for pre-coated Expanded Polystyrene Systems (EPS). EPS Cladding offers one of the lightest walling products known with excellent insulation properties. The **Rendex® Coating System** provides a durable, flexible and superior coloured texture system on pre-coated EPS.



1

JOINTS, CORNERS, FIX BEADS & TRIMS

Modified Rendex® Patch Fine
Add 5-10% of GP cement.



2

PREP COAT #1

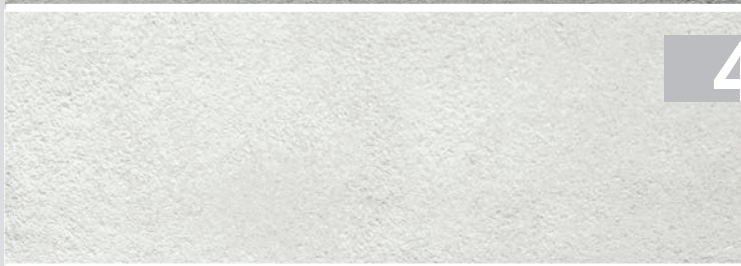
Rendex® Basecoat
Trowel applied. Pro Render 1 Bag - 3m² @ 4mm



3

PREP COAT #2 (OPTIONAL)

Rendex® Basecoat
Optional second coat.
Just add water. Trowel applied.
Pro Render 1 Bag - 3m² @ 4mm



4

PRIMER

Rendex® Primer Bond Concentrate
Dilute 50:50 with water before use
15L Pail covers 300m² @ 10m²/L



5

TEXTURE COATING

Choose from:
Rendex® Marbletex - Medium (~12m²/15L)
Rendex® Sandtex - Medium (~12m²/15L)



6

MEMBRANE COATING

Choose from:
Rendex® Membrane Matt (~75m²/15L)
Rendex® Membrane Extreme (~50m²/15L)

Rendex® COATING SYSTEM

FOR PRE COATED EPS CLADDING SYSTEMS

IMPORTANT REQUIREMENTS

Pre Coated EPS panels must be installed in accordance with the manufacturer's instructions. Refer to the manufacturers Technical Manual.

- Frame details and panel fixings must comply with relevant building codes.
- Timber framing must comply with AS1684-1992 National Timber Framing Code.
- Metal framing must comply with AS3623-1993 Domestic Metal Framing.
- All exposed corners and bottom edges of the panels must be protected with approved trims designed for a build of 3-6mm.
- Once application of the Wallcote system has occurred, the applicator is taken to have approved the installation and fixing of the panels.
- Ensure that the surface is clean, sound, dry and free from contaminants including oil, grease, dust, dirt, silicone, mud, salt, efflorescence, animal droppings and any loose or flaking material.

JOINTS, CORNERS, BEADS AND TRIMS

It is essential that Beads and Trims are firmly fixed. Prepare modified Patch by adding 5-10% of GP cement (750g - 1.5kg to 15L pail) and mix well.

For Joints, Corners and Other areas to be meshed

- Apply a thin layer of modified Patch along the full length. Press the mesh into the modified Patch and smooth out with a suitable trowel. The mesh must be a single piece cut to the length of the joint or corner – it is a good idea to cut to size before starting rendering.
- It is essential that the modified Patch is in contact with the entire panel surface and that the mesh is fully surrounded or encapsulated. The mesh MUST NOT be directly applied, fixed or glued to the panel. Self adhesive mesh is not recommended for this application.
- The mesh MUST NOT be pushed through the modified Patch to the surface of the panel.

For Beads and Trims

- Fix in place with a polystyrene compatible construction adhesive and allow to dry. Trowel modified Patch over the whole length. Work into the holes to ensure that there are no voids and feather out onto the Rendex panel.
- Allow minimum 4 hours before applying render.

PREP COAT #1 (ESSENTIAL)

- Prepare Rendex® Basecoat as per the relevant Tech Data Sheet. As an option to optimise adhesion, mixing water at the rate of 300mL Liquid Bond per 20kg bag.
- Apply Rendex® Basecoat at a thickness of 3-5mm to the wall surface. Screed the render coat and float.

The final render thickness is determined by the size of corner beads and trims and should provide a smooth even finish over the wall surface. **Do not render over expansion or control joints.**

PREP COAT #2 (OPTIONAL)

No Liquid Bond is required for a second prep coat.

- Apply a coat of Rendex® Basecoat to a nominal thickness of 3mm.
- Float this coat to achieve an even and true surface with the desired appearance, e.g. a floated, bagged or sponged finish ready for subsequent texture coating or painting.

Curing Time

- Allow minimum 3 hours curing time before applying second prep coat.
- Allow 24 hours curing per coat of Rendex® Basecoat before applying texture or paint coatings.

Sprayed Render

- Allow 5 days curing before applying texture or paint coatings to a sprayed Rendex® Basecoat. More time is required because sprayed render is normally applied thicker than 3-5mm and because the mix contains more water per bag.

PRIMER

Rendex® Basecoat must be primed prior to texture coating (or painting, if texture is not required).

- Use diluted Rendex® Primer Bond Concentrate and apply a single coat of at the rate of 13-15m²/L.
- Allow 45 minutes to dry before commencing the texture coat. (Note: Rendex® Primer Bond Concentrate is supplied as a concentrate and must be diluted 1:1 before use)

TEXTURE COATING

- Apply the selected Trowel-On texture as per the current version of the product Tech Data Sheet.
- Application must be carried out in a brisk uniform fashion, terminating only when a whole area or section is completely coated e.g. at a natural break, expansion joint or corner. Do not texture over control joints.
- Rendex® texture coatings should not be extended (spread) too far; otherwise durability and hiding power may suffer.
- Allow 24 hours before commencing the membrane (paint) coat.

MEMBRANE COATING

- Painting with Rendex® Membrane is required to fully protect against water ingress, minimize dirt build up on the surface and to extend the life of the coating system.
- Apply Rendex® Membrane as detailed in the current version of the product Tech Data Sheet.
- If applying directly to render, the rendered surface must be primed first.
- No further primer is required if painting freshly applied texture.

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