

DECORATIVE PLASTER CONCOAT - SP3

Fine textured decorative finish...

Concoat SP3 is a dry pre mix, fine textured finishing coat. Different textures are possible using a spray-gun or trowel. Thickness is approximately 1.5 - 2 mm. Available in various colours.

TECHNICAL DATA

Composition : SP3 consists of White Portland Cement, marble chips,

hydrated lime, non-fading colour pigments and

chemical improving agents.

Binder : White Portland Cement

Aggregate Size : 0-1.5 mm

Appearance : Granular powder, available in different Colours

Mixing Ratio : 10.5 ltrs of water 50 kg bag.

Water/Powder ratio = 0.21

Approx. Yield/Coverage *: 36.5 ltrs per 50 kg bag; 22 m² per bag at 1.5 mm

thickness

Density * : Wet: 1.65 kg/ltr Dry: 1.6 kg/ltr

Compressive Strength * : 6 N/mm² @ 28 days

Flexural Strength * : 1 N/mm² @ 28 days

Pack Size : 50 kg paper bags

Shelf Life : 12 months from date of production when stored

under dry conditions

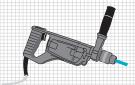
Working Time : Approx. 45 Minutes

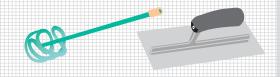
Curing : Minimum 48 hours by potable water

Specification: BSEN998-1, BSEN13914-1, BSEN13914-2

& BS5492

Application tools





APPLICATION METHOD

BACKGROUND

It is recommended that Conmix Decorative Plaster-SP3 should be applied over a Portland Cement based render mix type-II (BSEN 13914-1) which is rough finished using either a wooden or plastic float. Where the render has to be applied dissimilar over backgrounds i.e. concrete and block work (prior to the application of SP3), it is important that the substrates are sound, free of shrinkage, structural, tensile and thermal movements.

The rendered background should be cured with water for a period of 2 days (3-4 times daily) and allowed to harden before applying SP3.



1/2 PMP/SP3/ Ver2/04/10

^{*} Typical results under laboratory condition







Preparation of normal fair faced concrete surface

The background for application of SP3 should be clean, free of dust deposits, loose mortar, chemical impurities (salts and sulphates) and other contaminations, which may adversely affect adhesion and cause variation in colour of the SP3.

It is essential to neutralize the suction of the background before SP3 is applied. This is done by applying potable water evenly on the surface.

A short time should elapse to allow the free water to disperse before applying SP3. On no account should SP3 be applied over wet backgrounds as this will cause de-bonding and variation in colour of the finished product.

MIXING

SP3 supplied in 50 kg bags must be mixed with potable water only, in a clean plastic bucket or clean non-corrosive, uncontaminated metal tub. To ensure a homogeneous and uniform mix, an electric agitator must be used. The amount of water to be added is approximately 10.5 ltrs per 50 kg bag of SP3 (i.e. 21% by weight) and should be constant for every batch. Add SP3 to water, turn the contents of the bag carefully adding small amounts at a time into the container. Stir frequently and mix each batch for the same period of time. Once mixed, allow to stand on 3-5 minutes and mix again before applying. No further water should be added to the mix. Hard and set plaster should not be re-mixed or used.

APPLICATION

SP3 to be applied to a thickness of 1.5 - 2 mm and finished using the following techniques.

- 1. Float finish with a plastic trowel working over the surface in a circular, horizontal or vertical direction to achieve a semi-rough thin coat Decorative Render.
- 2. Use a power pattern spray gun or Tyrolean box to achieve a textured spray finish.

Conmix demonstration team will assist in these procedures upon request.

SPECIAL NOTES

SP3 has to be protected from direct wind, sunlight and rain during application.

SP3 should be applied in one continuous operation up to angles, features or in panels to prevent joints showing on the finished surface.

SP3 has to be water cured for at least 2 days (3-4 times daily) by applying a fine mist spray of potable water over the entire surface.

STORAGE

Conmix SP3 must be stored in a dry place, off the ground and well covered. Hard or lumpy material must be rejected.