

## Cemintel™ Texture Coating System for Cement Render

The Cemintel™ External Texture Coating System is an acrylic coating system, suitable for coating cement rendered exterior walls. The system is made up of Skim Coat to remove imperfections and fill in minor surface cracks, and Texture Coat to deliver the ‘render look’.

An exterior grade paint or membrane should be applied to complete the system.



### **PLANNING**

Cemintel™ Texture Coating compounds must not be applied below 10°C or at elevated temperatures above 30°C and in hot windy conditions.

Application on large areas in full sun should be avoided by working only in shaded areas.

The applied compounds should also be protected from rain and frost for the first 24 hours. If wet weather conditions are forecast, application should be stopped in time to allow coatings to dry. Protect the finished work around down pipes, spouts or where water may splash the surface. Never coat below the damp course and avoid raw edges where water ingress could potentially occur.

We recommended that an on-site sample be completed to visually confirm the level of finish that is acceptable, including:



- Permissible substrate variation
- Patching
- Correct colour and texture profile

Start and stop points must be planned prior to commencement, providing uninterrupted working areas.

Cement render may be old or new and must be dry before applying coating. Substrate surface must comply with the requirements of AS/NZS 2311 (Guide to the painting of buildings).

Note the location of control joints and check that they have been installed as per the project specification.

### **SURFACE PREPARATION**

Mask windows, doors, flooring and adjacent property to reduce clean up time. Any hollow drummy sections of the cement render should be removed and made good.

New cement render should be allowed 28 days to cure before texturing. Brush the surface with a stiff bristle broom to remove all loose particles. Surfaces must be clean, sound and free of powdery residue. Any imperfections or surface shrinkage should be repaired using the Cemintel™ Skim Coat.

Any fungus or mould on old cement render should be treated prior to commencing. Surface dirt or accumulated dust or salt should be removed using a high pressure water wash.

## SKIM COAT

The surface should be examined after washing and if found to be friable, Cemintel™ Skim Coat is to be applied to the wall surface. It will penetrate the wall surface to increase coating adhesion, and provide a uniform base for the texture coat.

Mix 10 parts Skim Coat to 1 part water and apply using a trowel, roller or brush directly to the cement render. Allow to dry fully, at least 24 hours in warm dry conditions, longer in cold, wet conditions. The surface at this stage should be re-inspected, and any irregularities filled with undiluted Cemintel™ Skim Coat and allowed to dry.

Any major cracks should be examined by a qualified engineer to ensure that they are stable before coating can proceed. Minor shrinkage cracks in the cement render surface should be fully skimmed over using the Cemintel™ Skim Coat.

## CORNER BEADING

Beading can be used on corners and edges to increase impact/knock resistance and to provide a level edge. CSR recommends the use of PVC corners.

Apply an even layer of Skim Coat to both sides of the corner using a 150mm broad knife. Push the corner angle firmly into position until compound extrudes from the holes. Smooth the excess compound over the corner angle and to 150mm each side of the corner.

Allow the compound to fully dry before commencing. A second and wider skim over this area may be necessary to hide any shrinkage around the bead.

## TEXTURE COAT

Cemintel™ Texture Coat is to be applied over the cement render or the Skim Coat using a steel trowel. The texture coat contains graded sand particles that act as a guide to the required coating thickness. Apply a thin layer only, as excess material will cause the plastic float to stick, making it difficult to achieve a consistent finish. The coating should be applied from the top of the wall, working down in strips about one metre wide.

Once applied, the texture coat is to be trowelled with a plastic finishing float to provide a uniform texture. Ensure that all coated areas are floated before the texture coat begins to dry, as touching up dried coating is not recommended. For optimum results, one applicator applies the Texture Coat and a second applicator uses the finishing float.

Isolated areas should be completed in a single application to avoid joint marks. Large areas can be broken into smaller workable sections, especially during periods of high temperatures or in windy conditions.

Applications that have commenced in an isolated area should continue uninterrupted. Rapid, uniform and continuous application is essential to maintain a wet edge, especially in warm weather.

Cemintel™ Texture Coat should be touch dry in one hour at 25°C and 50% relative humidity. It should be fully dry and able to be painted after 72 hours, although lower temperature or higher humidity will increase the drying time.

Note: Liquid colour tint may be added to Cemintel™ Texture Coat to a maximum of 6% by volume. The use of an additional coat of exterior grade paint is still required.

## PAINT FINISH

It is recommended that the Cemintel™ Texture Coating System be coated with an exterior grade, water based, acrylic paint. This will increase the life of the system and reduce long-term dirt entrapment.

It is recommended that dark colours be avoided on walls subject to long periods of sun exposure.

**For more information please contact**

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[www.cemintel.com.au](http://www.cemintel.com.au)