



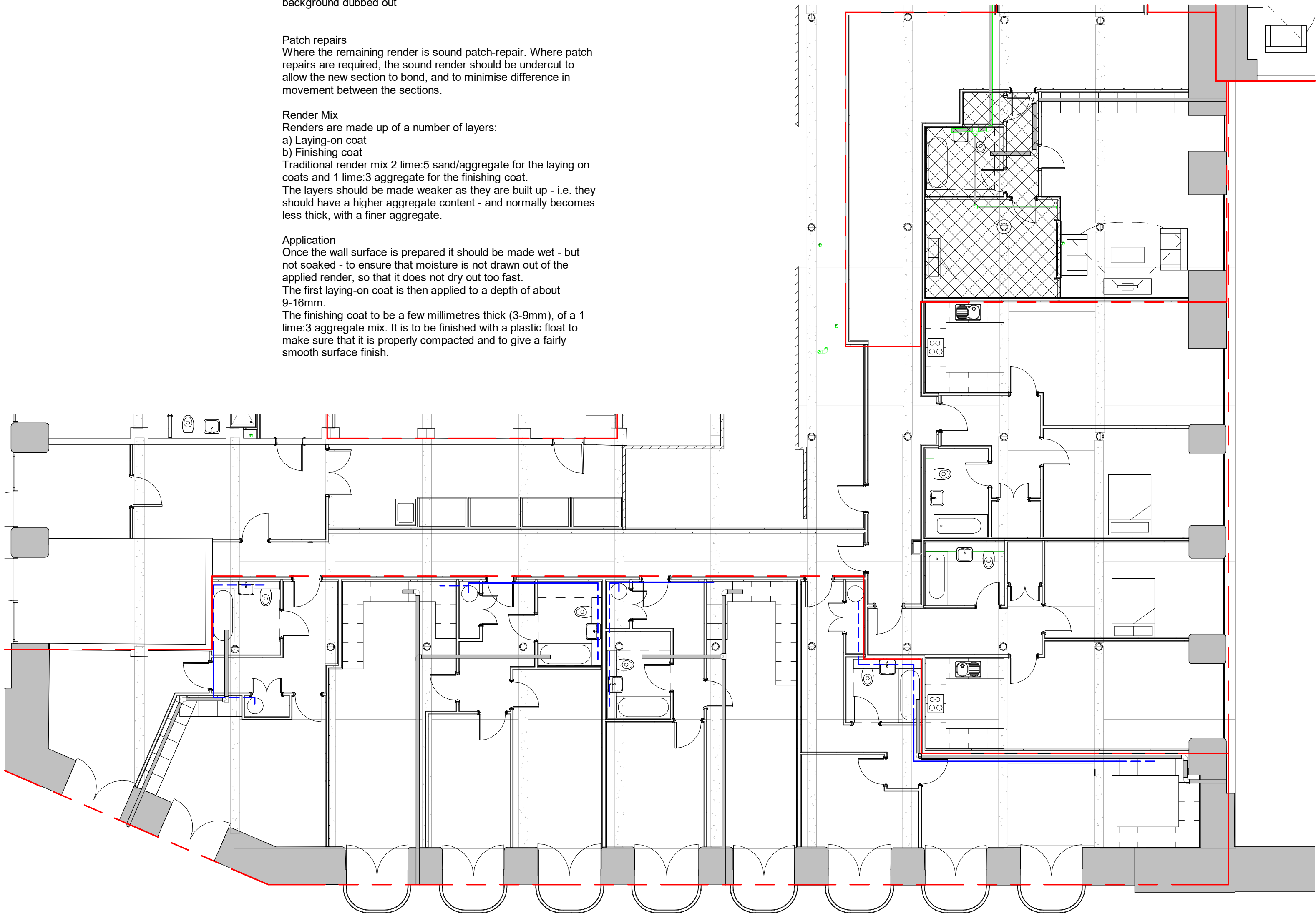
Typical damage to the existing ceiling finish

Repairs
Surface Preparation
Where repairs are proposed, all 'blown' sections should be cut back to sound material. Sound render should not be forced off the wall as it can permanently damage the wall below. Once all sections of loose render have been removed the wall should be cleaned and any plant growth or loose material removed by hand. An adequate key should be provided and all hollows in the background dubbed out

Patch repairs
Where the remaining render is sound patch-repair. Where patch repairs are required, the sound render should be undercut to allow the new section to bond, and to minimise difference in movement between the sections.

Render Mix
Renders are made up of a number of layers:
a) Laying-on coat
b) Finishing coat
Traditional render mix 2 lime:5 sand/aggregate for the laying on coats and 1 lime:3 aggregate for the finishing coat.
The layers should be made weaker as they are built up - i.e. they should have a higher aggregate content - and normally becomes less thick, with a finer aggregate.

Application
Once the wall surface is prepared it should be made wet - but not soaked - to ensure that moisture is not drawn out of the applied render, so that it does not dry out too fast.
The first laying-on coat is then applied to a depth of about 9-16mm.
The finishing coat to be a few millimetres thick (3-9mm), of a 1 lime:3 aggregate mix. It is to be finished with a plastic float to make sure that it is properly compacted and to give a fairly smooth surface finish.



1 Floor plan - reflected plan view
1 : 100