

MASONRY REMEDIATION

SYSTEM OVERVIEW



Work steps and system build up

- ♦ Remove all the plaster/render up to 1 metre above the damaged zone
- ♦ Rake out any brittle joints to a depth of 2–3 cm, clean the masonry with a dry brush
- ♦ Remove salt-contaminated building rubble
- ♦ Apply renovating Spatterdash SV 61 as a bonding coat (approx. 50–60 % surface coverage), Leave to stand for at least 1–2 days
- ♦ Apply 1st coat of renovating plaster (alternatively: renovating plaster), key the surface well with a broom while still wet, allow to dry at 1 day per mm coat thickness
- ♦ Apply renovating plaster as a finish coat or key the surface with a grid float to receive decorative finish coats. Allow to dry at 1 day per mm coat thickness
- ♦ Apply finishing coat (after drying time) and/or paint in accordance with WTA.

OVERVIEW OF WTA* RENOVATION RENDER SYSTEMS

System components	Properties
Bayosan Renovating Spatterdash SV 61	Bonding agent, grain 4 mm, substrate pretreatment
Bayosan Renovating Base Coat SG 68	Remediation dubbing coat and porous base coat, grain 4 mm, use only as undercoat
Renovating plasters/renderers**	
Bayosan Renovating Plaster SP 64 G	Coarse renovating plaster/render, grain 4 mm Machine application without additional mixer or air-entraining rotor and stator
Bayosan Renovating Plaster SP 64 F	Fine renovating plaster/render, grain 1.2 mm Machine application only with additional mixer /air-entraining rotor and stator
Bayosan Renovating Plaster HiQ Basic	Fine renovating plaster/render, grain 1.2 mm, one-coat (only following preliminary investigation), binder with high resistance to sulphate, also suitable for hand application Machine application without additional mixer or air-entraining rotor and stator
Bayosan Renovating Plaster HiQ Top	Fine renovating plaster/render, grain 1 mm, white, rapid-setting, one-coat (only following preliminary investigation), Machine application without additional mixer or air-entraining rotor and stator