



APPLICATIONS /

Continuous monolayer coating for finishing decorative of façades and protection against weather Indoor/outdoor.

SUPPORTED:

Ceramic brick cladding, thermal clay, normal concrete, concrete block, mortar conventional...

APPLICATION RECOMMENDATIONS /

- To prepare the mortar, using the same percentage of water and mixing time to avoid color changes.
- Working temperatures between 5 and 30°C.
- In dark nuances can increase the strain of thermal origin and increase risk of problems of appearance and result in the formation of stalling.
- Place mesh fiberglass or metal in areas such as, joints between different materials, floors, pillars, boxes, shutters, window frames and angles. The mesh must cover each side of the junction 20 cm. being less focused on the thickness of the coating.
- In cold weather, you can use the accelerant of setting mortars **HORMIDUR – 100**.

Rustic scraping monolayer mortar

REVISTAMP - RG

DESCRIPTION /

Monolayer mortar formulated with white cement, selected aggregates, organic additives and mineral pigments

COMMENTS /

- Do not add additives to the mortar.
- Do not apply to surfaces where water can remain stagnant.
- Do not use on paraments where they can foreseen filtrations or water flow through capillary or possibility of immersion of the coating in water.
- On old supports, mortar, stone, brick, façades degraded... it is important to remove the existing mortar in full support cleaning with pressure water or sand blasting.
- The consumption may vary according the state and plane of the parament to coat.
- The application with strong wind can produce color changes.

USE CHARACTERISTICS /

- Rest time after the mixing: 5 min.
- Maximum thickness allowed: 50 mm.
- Maximum thickness by layer: 25 mm.
- Minimum thickness after scraping: 10 mm.
- Time scraping: 4-15 hours.

*These times can vary considerably depending on room temperature.

FEATURES /

- Powder density: 1.10 g/cm³
- Mass density: 1.50 g/cm³
- Density of hardened: 1.35 g/cm³
- Adherence: 0.4 N/mm²
- Capillarity: 0.04 kg (m² min. 0.5)
- Water permeability: 0.27 ml/cm². 48 hours.
- Loss in ignition: 1.27%
- Determination of PH: 12.8

*Tests according to European standard UNE-998-1, these results can vary depending of conditions of placing.



MORTARS
REVISTAMP
 QUALITY

CONDITIONS OF EXECUTION /

- Placement of mesh fiberglass or metal in areas at risk of cracking.
- The supports must be flat, stable and resistant, free of dust, plaster, paint...
- In hot weather and dry wind, there should be a humidification of the facing before and 24 hours after coating application to promote the curing of the monolayer and avoid the appearance of fissures and cracking and formation of dusty areas. At high temperatures these phenomena intensify.
- In paraments without absorption, concrete walls... use quick primer **F-300** or junction **F-800**.
- Avoid applying the coating at low temperatures and high humidity, rain or ice. In the hours after the application of monolayer increases the risk of efflorescence by carbonation.

HOW TO USE /



Manual mixing:
 Mix one bag of **Revistamp-R** (25kg) with 7 litres of water approx. until obtain a homogeneous and smooth mass
 Apply the product until obtain the desired thickness, minimum 12-15 mm. Rules and smooth with a ruler to get a good flatness



Plaster machine:
 Mix with 28% of clean water.



Scraping finish:
 Scrape with a scraper and gently brush the surface to remove particles that have become loose.

PRODUCT

REVISTAMP - RG

Rustic scraping monolayer mortar

- Finished scraping and pressed
- Waterproof rain.
- Lightened and breathable
- Good workability.
- For new construction and rehabilitation
- Suitable for plastering machine

PRESENTATION /

Paper bags of 25 kg,
 moisture-proof
 Pallets of 1200 kg (48 bags)

COLORS /

Chart 60 colors

YIELD /

1.10 kg/m² and mm thickness



STORAGE /

12 months since date manufacture, in original closed container shelter from weather and moisture.

REFERENCES/ Façades waterproof

Protect fachadas A

Protect fachadas S

Protect AG

