



# Application instructions: restoration render systems for interiors & exteriors

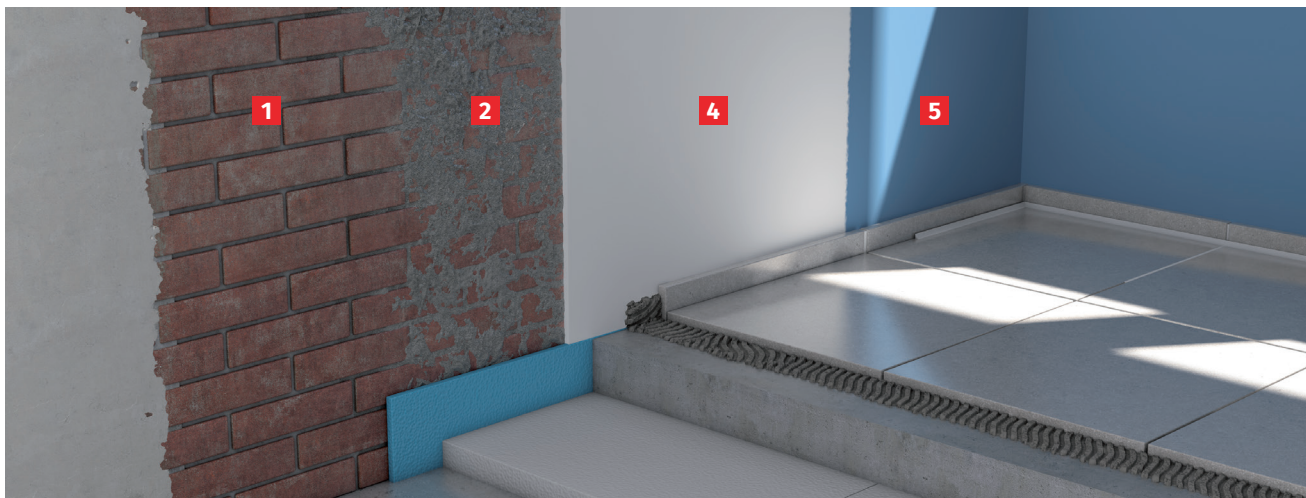
Systems for reliable protection against damaging salts



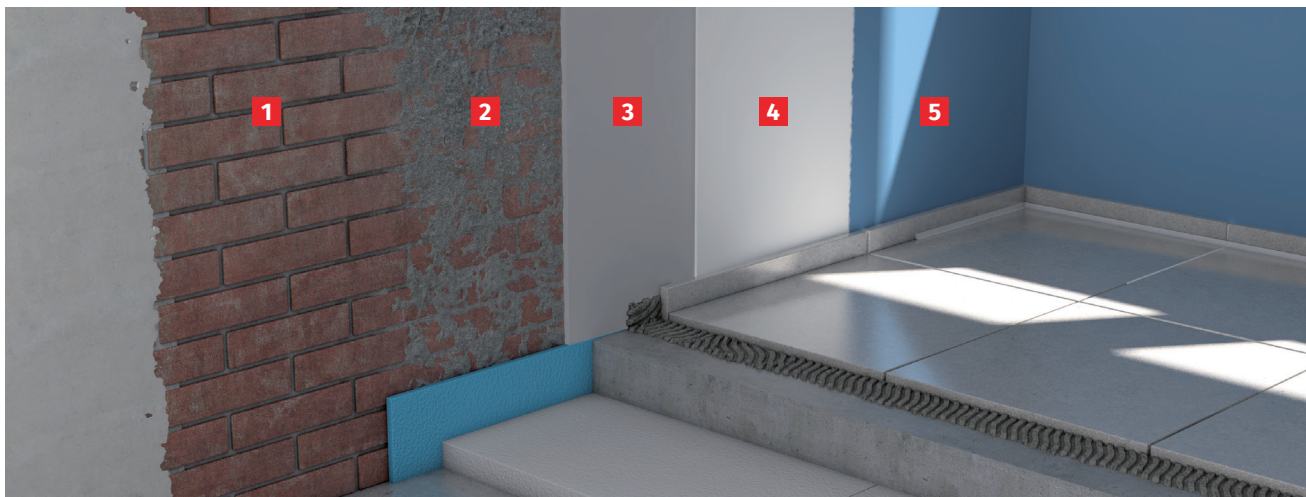
# Restoration render systems for interiors and exteriors

	classic system	classic rapid system	advanced system
	low to moderate levels of damaging salts	low to moderate levels of damaging salts, rapid	low to high levels of damaging salts
<b>WTA-compliant restoration render systems</b>			
Primer:	–	–	Salt IH
Joint sealing/ levelling:	SP Levell	SP Levell	SP Levell
Rough casting:	SP Prep	SP Prep rapid	SP Prep
Pore undercoat render:	–	–	SP Levell
Restoration render:	SP Top White	SP Top rapid	SP Top White
Surface filler (optional):	SP Fill Q3	SP Fill Q3	SP Fill Q3
Surface finish (optional):	Color SP	Color SP	Color SP

## classic system or classic rapid system



## advanced system



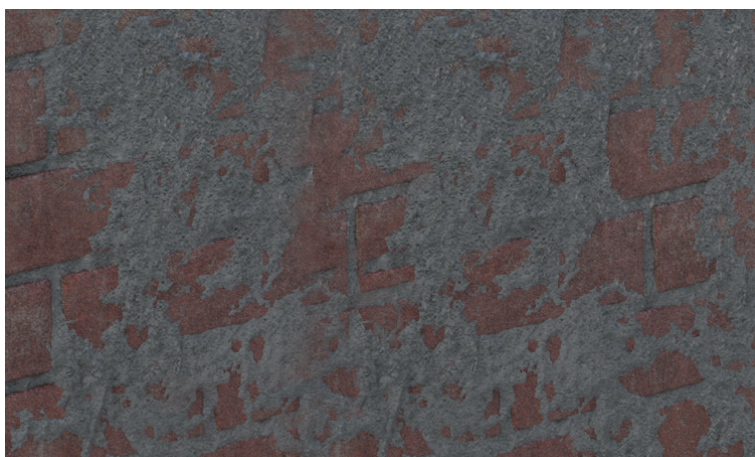
# Application instructions: restoration render systems for interiors and exteriors

## Systems for reliable protection against damaging salts



### **1 Preliminary work**

Remove old render layers and coatings up to 80 cm above the damaged area, or up to a suitable limit following investigation, and remove any components that could impair adhesion. Chase out friable joints to a depth of 2 cm. The substrate must not have a high degree of moisture saturation ( $DMS < 40\%$ ). Then seal the joints and, if necessary, level the substrate using SP Levell.



### **2 Rough casting**

On absorbent substrates, throw on SP Prep in clumps (50% coverage). On substrates with low absorbency, throw SP Prep over the entire surface area (100% coverage).

Application rate:

Absorbent substrates approx.  $2.0 - 3.0 \text{ kg/m}^2$ ;

Substrates with low absorbency

approx.  $4.0 - 6.0 \text{ kg/m}^2$



### **3 Applying the pore undercoat render (advanced system only)**

After 2-4 days, apply SP Levell in a layer thickness of at least 10 mm and roughen the surface with a grated scraper once it has hardened.

Application rate: approx.  $9.5 \text{ kg/m}^2/\text{cm}$  layer thickness





#### 4 Restoration render application

Apply SP Top White after 24 hours. Use a stainless steel tool to level and work the wet surface.

After incipient stiffening, rub the SP Top White with a sponge float and a small amount of water, or – optionally – comb it and apply the surface filler SP Fill Q3 over the top.

Application rate: approx. 8.5 kg/m<sup>2</sup>/cm layer thickness



#### 5 Surface finish (optional)

Apply a finishing coat of the diffusion-open special coating Color SP.

Application rate: approx. 0.13-0.15 l/m<sup>2</sup> per coat

#### Products used:

##### Salt IH

Salt treatment



##### SP Levell

WTA-compliant, salt-accumulating pore undercoat render in restoration render systems for masonry with water and salt loads





**SP Prep**  
Preparatory mortar



**SP Top rapid**  
Quick-setting preparatory mortar



**SP Top White**  
WTA-compliant restoration render for  
masonry with water and salt loads



**SP Top rapid**  
WTA-compliant restoration render for  
masonry with water and salt loads



### **SP Fill Q3**

Mineral surface filler and fine render



### **Color SP**

Highly water vapour permeable interior paint  
for restoration render systems

For more information on application  
of the products, visit [www.remmers.com](http://www.remmers.com)

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