Product Installation Guide

The following guide has been prepared to help you with the Installation of Renderlook Mouldings.

TOOLS REQUIRED

- Tape Measure
- Combination Square
- Pencil / Marker

- Utility Knife
- Handsaw
- Chalk Line

- Drop-saw or mitre box
- Nails & Screws
- Caulking Gun

GLUE

(Used to adhere the mouldings to the wall)

Any construction adhesive that is suitable for use with Polystyrene.

SEALANT

(Used to seal the moulds to the wall)

Any paintable Polyurethane sealant.

Cutting the mouldings

- The first step is to make sure the surface we are installing onto is clean and dry. It is only recommended to install the mouldings onto flat surfaces such as Concrete, F.C. Sheeting, Brick or Render. If you are doing straight runs it is recommended that you use a chalk line to work to.

- Start by working out were expansion joins will be needed. It is easiest to do External Mitres followed by any lengths needing Internal mitres, then fill in the areas in between. If you follow this procedure it will give neater mitres and better lines.

- When measuring the length to cut a mould, always mark the mould on the back and top. Once you have marked the mould at the right length, and you are cutting the mitre free-hand, use your combination square to mark your cut lines.

- First cut through the top section of the mould, then down the back edge of the mould. By cutting through these 2 edges first your cut will be approximately half way through the mould. The rest of the cut will follow the line created by your first cut ensuring a neat cut.

- When you have cut the mould to length, apply 20mm dabs of construction adhesive every 250mm - 300mm along the back of the mould. Press the length firmly into position then give the mould a quick jerk to the side and place down to allow the glue to tack off. Once the glue has tacked off place the mould back into its final position making sure all the ends of the moulds are glued. It is sometimes useful, especially with larger moulds, to tack some nails under the bottom edge of the mouldings to avoid any sagging while the glue is curing properly. (Any marks left by the nails will be covered with the sealant).

Sealing the mouldings

- Now that the moulds are glued into place, the sealant needs to be applied by running a 3.5mm bead along the 2 edges that meet the wall (Top and bottom of the mould) and smoothed over with your finger.

- It is recommended that you seal all the mouldings the day they are installed. The construction adhesive is only used to hold the moulding in place - it is the sealant that is the permanent fixing. On internal joins it is recommended to use a bead of sealant.

Expansion joins

- It is recommended to have an expansion join wherever there is an expansion join in the substrate the moulds are going onto, or approximately every 4.8 metres (2 Moulds) where there are no expansion joins in the substrate. This is achieved by patch kitting the ends of the moulds that meet on the expansion join and leaving a 5mm gap in the join.

- Place a strip of masking tape down both sides of the join, leaving approximately 2mm of the mould visible on each side of the tape, then fill the join with Polyurethane sealant , running your finger down the join and removing the tape immediately.

Joining the mouldings

- After the mouldings have been sealed, you are ready to start patching the joins. The joining process is achieved by using the Renderlook Patch Kit. The Renderlook Patch Kit is used not only on all the joins and mitres but also to seal any raw ends or other exposed foam.

- The patch kit comes pre-mixed and is applied into the joins etc. with a small tool or small scraper. Then using an off-cut of foam or moulding, rub over the join to flatten and level the patch. Note: this is done immediately while the patch is still wet.

Painting

- It is recommended that the mouldings are primed and painted within 7 days and it is important to use a high quality paint.

Renderlook Architectural Mouldings

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