



## KEIM Glassfibre Reinforcement Mesh Reinforcement Mesh for use with Keim Universal Render

### 1. Product description

Specially designed glassfibre reinforcement mesh for use with Keim Render systems.

### 2. Field of application

Keim Glassfibre Reinforcement Mesh for use to reinforce cracks on solid mineral surfaces and for incorporation into the Keim Universal Render system.

### 3. Product properties

Surface Weight: approx. 160g/cm<sup>2</sup>  
Mesh size: approx. 4x4 mm  
Tear strength:  $\geq 1.75\text{kN}/5\text{cm}$

### 4. Application instructions

#### Application

If the whole surface is cracked, apply mesh (embedded in a thin layer of Keim Universal Render) to the whole area overlapping where pieces meet. For isolated cracks, mesh may be applied solely over the crack and surrounding 20cm. Cracks should be chased out and those above 4mm filled with Keim Universal Render prior to the base coat application. Hairline cracks need not be filled.

The maximum depth for filling holes is 10cm using a very thick mix. There is no need to wash down the surface but it should be dusted off.

The surface only needs to be wetted prior to application in high summer temperatures or if it is dusting badly.

Apply the mesh with the overlap mark to the left (if working right to left). Start fixing it in the middle by holding it still with a trowel and pressing upwards, then top to bottom with the

float. Press the float over the whole surface leaving the overlap area until the next coat is applied. The mesh may be evident at this stage but not showing.

#### Application conditions

Ambient and substrate temperature above 5°C and below 30°C. Do not apply in direct sunlight or onto sun-heated surfaces, nor if it is raining or if there is an immediate likelihood of rain. Surfaces should be protected from drying out too quickly and rain during the setting time.

#### Consumption

Approx. 1 linear metre/m<sup>2</sup>

### 5. Packaging

Supplied in rolls 1 metre wide x 55 metres long

### 6. Storage

Store in a dry environment.

