

# \*\* MUST READ INSTALLATION GUIDE BEFORE USING! \*\*

- Make sure joints are free from debris and all ponded water removed. Paving surface and joints must be pre-soaked and kept wet until the jointing process has been completed. DO NOT LEAVE POOLED WATER IN JOINTS
- 2. 1 x 25kg bag requires 4.25 litres of water. <u>Use measuring jug</u> as guide. Mix in 20lt bucket for 3-5 minutes until smooth & lump free.
- 3. Apply to surface without delay, spread and push into joints using a rubber squeegee.
  DO NOT store grout in bucket! Repeatedly top up joints where grout may have slumped. Use squeegee to remove as much grout off surface as possible.
- 4. **SURFACE MUST BE KEPT MOIST AT ALL TIMES** using soft mist spray.
- 5. When grout has hardened sufficiently the paving surface must be cleaned using a hose and broom. Use high pressure with caution as this will blow grout from joints.
  Cleaning must be carried out thoroughly and no grout must be allowed to remain on surface of paving.

#### **PRECAUTIONS:**

- Joints MUST be free from ponding water!
- MUST USE MEASURING JUG 4.25 Litres Water Per Bag.
- Mix only enough material to apply in 4 minutes. DO NOT MIX MORE THAN CAN
   BE WASHED OFF IN TIME FROM GROUT SETTING. TRY ONE BAG FIRST.
- Wash all tools frequently.
- KEEP SURFACE MOIST AT ALL TIMES! Fine Mist Spray Only.
- <u>NEVER</u> remix or add extra water!
- Wear protective clothing. Avoid skin and eye contact.
- Cool temperatures retard, warm temperatures accelerate.

### **Standard Smooth Curing Times Rule Of Thumb:**

### 15min @20°C.:

at 10°C it takes twice as long as it does at 20°C.

at 5°C it takes four times as long as it does at 20°C.

at 25°C it takes half as long as it does at 20°C.

at 30°C it is 4 times quicker than at 20°C.

## \*\* Essential Equipment!! \*\*

- Long handle squeegee
- Hose with good adjustable spray gun or nozzle, for Mist Spray and Firm Spray requirements
- 5lt Measuring Jug
- 20lt Bucket
- Drill with mixing paddle
- Soft Broom and Stiff Broom
- Rubber Grouting Trowel
- Cloth tape if required for masking off areas and edges without haunch