INSTALL GUIDE
MONOCOUCHE

EWIPRO®
External wall insulation system

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01. SURFACE PREPARATION

As with every other job, preparation is extremely important. Before applying any insulation to the substrate, it needs to be examined and checked.

Before applying any render to the substrate, it needs to be checked. All damage to the substrate from frost, salt or corrosion must be repaired. Damaged bricks or blocks must be replaced, and any holes or insufficiently-filled joints repaired. One of the best ways to achieve a clean and ready surface is to use a high-pressure water jet or prepare the wall mechanically with a wire brush.

It is recommended that one coat of EWI-360 Fungicidal Wash is applied to the entire surface by roller and allowed to dry. All organic growth must be removed by a stiff bristle brush. The Fungicidal Wash takes 24 hours to kill all microorganisms on the substrate. The wash can be applied using either a brush, sponge or cloth. A 5L tub will cover 20-30m2, depending upon the absorptivity of the substrate.

Materials Required:

EWI-360 Fungicidal Wash

02. APPLYING A PARGE COAT

If the existing surface is very uneven, then a coat of EWI-225 Premium Basecoat should be applied to the uneven surface area to level it. EWI-66640 Fibreglass Mesh should be embedded into this adhesive, and the strips should overlap by 10cm. Each roll of fibreglass mesh is 50m long by 1m wide. The Premium Adhesive must be allowed to dry for at least 24 hours before any further work is carried out.

Before application on painted walls, a preliminary coat of EWI-225 Premium Basecoat should be applied to the whole of the painted substrate. EWI-66640 Fibreglass Mesh should be embedded within the adhesive and 4 mechanical fixings per square metre should be applied. The Premium Adhesive must be allowed to dry for at least 24 hours before the application of the EWI-090 Monocouche Scratch Render.

Materials Required:

EWI-225 Premium Basecoat
EWI-66640 Fibreglass Mesh

03. SURFACE PRIMING

Once the substrate has been prepared, it will need to be primed before the Monocouche Render can be applied.

We recommend priming the substrate with EWI-301, which is a deep-penetrating water-based primer. It works in a similar manner to PVA primer, by helping to seal porous surfaces prior to carrying out any works.

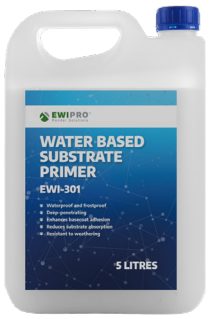
If the substrate requires increased adhesion (for example on very smooth or painted surfaces) then we recommend using the EWI-310 Universal Primer. This contains silicate, which provides a mechanical key to aid adhesion of the insulation boards.

The amount of priming (and therefore volume of primer required) will depend upon how absorptive the underlying substrate is. Typically, this can be anywhere from 50-300ml per m2.
Both EWI-301 and EWI-310 can be applied by brush or roller.

The primers will take approximately 4 hours to dry. However, additional coats may be required depending upon the absorptivity of the substrate. 24 hours should be left between primer coats.

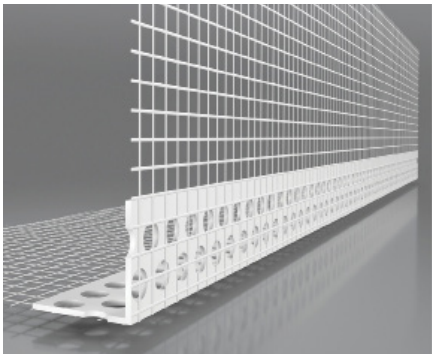
Materials Required:

EWI-301 Water-Based Substrate Primer (5L)
EWI-310 Universal Primer (20kg)



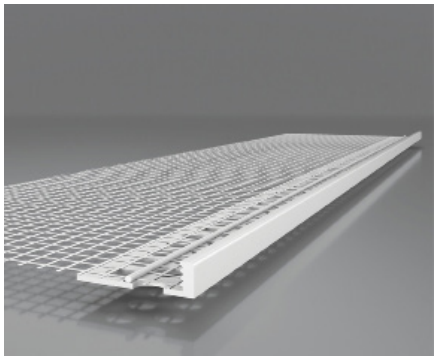
04. APPLYING THE BEADING

Beading is used in our EWI Pro Monocouche system to reinforce areas that are likely to experience impacts (e.g. external corners) and to try to direct water from the surface of the render by providing a drip. We offer different sizes of beading depending on whether it is applied before the first pass of render or after the first pass. If applying beading directly to the prepared substrate, the 16mm beading is required, but if applying the beading after the first pass of render please use the 10mm beading.



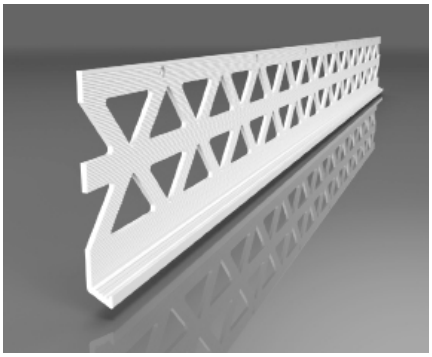
CORNER BEAD WITH MESH

Corner Bead should be used on every external corner to help reinforce this area. The corner bead also helps achieve a consistent 90 degree angle at the corner.



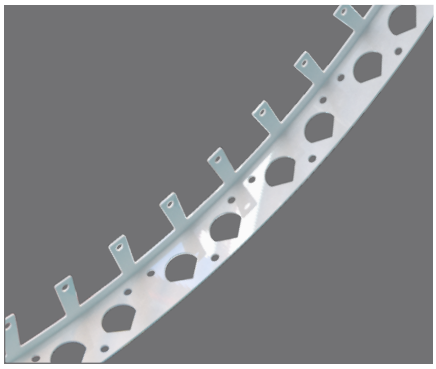
STOP BEAD

Stop Bead is used to achieve a defined termination point where the render comes to an end, for example between mid-terrace properties.



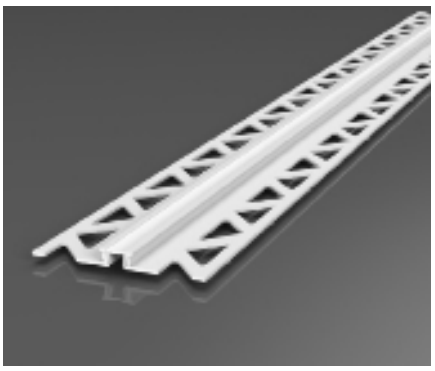
BELLCAST BEAD

Bellcast Beads are used to provide a drip at either the bottom of the render system or above openings to help mechanically drive water away from the surface of the render system.



ARCH BEAD

Flexible uPVC Arch Bead is used to form perfect arches by matching the contours of the arch. The bead sits within the basecoat layer and provides sharp clean edges as well supporting the angles against accidental impacts.



MOVEMENT BEAD

Movement Beads are installed within the basecoat directly above expansion joints within the masonry to achieve a neat and consistent enclosing detail. They can also be used where there is a particularly long run of render to try and help reduce the risk of cracking (typically every 7 linear metres of render a movement bead should be installed).

05. PRIMING BEFORE RENDERING

The Monocouche Scratch Render is prepared by adding the dry render to clean, potable water at a rate of approximately 5.5L of water to 25kg of EWI Monocouche Scratch render. Each bag of render, when applied at a thickness of 19mm, will cover 1m2 . Mix the render thoroughly using a traditional mixer or in a tub with a mechanical paddle, for a minimum of 5 minutes until the render achieves the correct consistency. Apply using a hand trowel or spray machine. The render will be workable for approximately 1 hour after mixing and must not be re-mixed after it begins to set.

06. RENDERING THE WALLS - FIRST PASS

Apply the Monocouche Scratch Render starting from the top of the walls, gradually working downwards. This will avoid staining and dripping. The first coat of EWI Monocouche Scratch Render should be applied at a thickness of 9-10mm. After applying the first coat, EWI-66640 Fibreglass Mesh should be embedded within the first layer for reinforcement. A scratch render scarifier should then be used to scratch the first coat of render to produce a 'key'.

Materials Required:

EWI-225 Premium Basecoat
EWI-66640 Fibreglass Mesh

07. RENDERING THE WALLS - SECOND PASS

After allowing the first pass to begin curing but before it dries fully, the second coat of render should be applied at a thickness of 8mm. This will take the total thickness up to 17/18mm. After approximately 24 hours, once it has gone off, the render scratch float should be used to create the desired texture. The render should then be scratched back by 2mm. After rendering, the render will need a minimum of 48 hours to go off depending upon the weather.

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