
Natural Limestone Render

Instructions on how to apply SomerStone Limestone Render

Natural Limestone Render is a unique and exclusive product offered by SomerStone Australia. Each bag is premixed and there is consistency in colour across batches allowing for continuity in the finished rendered product.

Important Note:

This information is only a supplement to instructions and advice given by SomerStone Australia Pty Ltd. This information manual should be read in full before starting any application of the Limestone Render.

An information video is also available to give you step-by-step advice on how the product should be prepared, applied, worked into a textured finish and options for applying patterns and finishes to the product.

Pattern Options

Limestone Render can be applied in a number of patterns or simply with a smooth textured (rustic) appearance.

Various patterns may include:

- Stretcher Bond – standard ‘brickies’ form
- Tuscan Finish – no patterns other than the natural textured finish
- Random Pattern – using snecks, risers, halves, full & oversize blocks
- Bagged Finish – using sponges and/or Hessian bags

Note: Standard Stretcher Bond for Limestone:

Stretcher bond – dimensions of each block - 350h x 500l (10-12mm perps & joints)



Close-Up Definition of the texture achieved with the Render

Application of Render

1. Work render on at 12mm depth, starting from top to bottom as with most plastering/rendering materials. The render will have to be applied in batches and it is important to work along a wall for or up to 45-60 minutes before starting to apply texture to the rendered wall.
2. Once applied to the wall, or after a maximum of 45 minutes, you will probably find that most of the wall (particularly at the top where you started) is getting close to touch dry or semi dry. Once you are sure that the wall is touch-dry or semi dry, you can start applying texture to wall. This is usually about 45 minutes after first being applied.

Applying Texture

3. Using the side edge of a pointer trowel or a bullnose pointer trowel, (the more flexible the trowel the better) start working/scraping the wall over in a circular motion in a motion with radius of 500mm – 1000mm motions. This will bring out the texture with the larger granules – see diagrams attached.

4. DO NOT USE A SPONGE AT ALL – YOU WILL RUN INTO TROUBLE WITH THIS APPLICATION (unless wanting a smooth-bagged finish).
5. Once you are confident there is a lot of texture in the wall, or the render has the desired appearance, it is time to cut in your perps & beds if you wish to have the Limestone Block appearance.

Creating Limestone Block Appearance – Perpendiculars & Beds

6. Mark your horizontals (bed joints) at each end of the wall at 350 or change to suit overall height of wall (may work out at 300 or 310 for each height).
7. Starting again from the top, use your straight edge, connect the points at each end, check with your spirit level to ensure that there have been no mistakes in your measurements (the lines should be level). Cut lines in using plasterers or pointing trowel – ensure to cut two lines in to represent a bed – the effect you are trying to achieve is so that this wall looks like real block work. In the pictures provided it is the limestone render application, however, the effect appears to be real limestone blocks.
8. Using your spirit level & straight edge, go back through and cut in your perpendiculars.

Additional Information & Tips:

For additional information and advice on how to apply SomerStone's exclusive Natural Limestone Render, please contact SomerStone Customer Service Representative on

1300 139 833 or E-mail: sales@somertone.com.au with any questions you may have.



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To view additional images of the Limestone Render applications please visit the

Limestone Products page at www.somerstone.com.au or directly on this link

http://www.somerstone.com.au/products/shared/limestoneproducts_render.htm