

MONOPASS GM

COLOURED SINGLE-LAYER RENDER



ALL BASES: APPLICABLE ON CELLULAR CONCRETE

Finishes: "medium scratched",
"rough," and "rough crushed"

PROJECT SOLUTIONS TO BE
CHECKED OUT ON P. 114 TO 117

OC1 | MEDIUM GRAIN | SEMI-LIGHT



PRODUCT INFORMATION

Consumption

Finishing	For waterproofing and decoration	For decoration
Scratched	21 kg/m ²	12 kg/m ²
Rough sprayed / Rough crushed	18 kg/m ²	10 kg/m ²

Shades
59 colours

Storage
18 months in its unopened original packing, out of contact with the ground, in a dry, temperate and slightly ventilated area.

Packaging
25 kg sack - 48 sack pallet

Supply (details on pages 6-7)

MONOPASS GM is available in zone 2 from the Malataverne factory. To obtain a consistent colour, it is recommended to only use products with the same batch number on a same facade, as the colour may vary depending on the manufacturing process.

SPECIFICATIONS AND PERFORMANCES

Appearance: coloured powder

Composition: selected mineral fillers, lightening fillers, white cement, lime, additives including mass water repellent and mineral pigments

PERFORMANCE MEASURED AT +20°C

Adherence after freeze/thaw and immersion/freeze cycles	≥ 0.2 MPa
Compressive strength	CS II
Capillarity	W2
Water vapour permeability	μ ≤ 35
Water permeability	≤ 1 ml/cm ² after 48 h
Fire behaviour	A1 (incombustible)

FIELD OF USE

Purpose

Waterproofing and decoration of all types of building facades.

Authorised bases

- Masonry of all types: Rt1, Rt2 or Rt3, as per the NF-DTU 26.1 - April 2008 standard. Examples: autoclaved cellular concrete blocks, bricks of all types (including Monomur bricks), light or common aggregate concrete blocks.
- Common aggregate cast concrete".
- Masonry covered with render body: class CS II, CS III or CS IV, as per the NF-DTU 26.1 - April 2008 standard.

Unauthorised bases

- Bases treated with a surface water repellent.
- Plaster based render.
- Paint.
- Organic decorative render.
- Old masonry (rough or rendered): stone, loam, adobe, cob, etc.
- Horizontal, sloping or in-ground external parts.

APPLICATION

Reference documents

- NF-DTU 26.1 - April 2008
- QB Certificate No. 33 M 247
- CE marking

Application conditions

- Application temperature: from +5°C to +30°C.
- Dark colours: +8°C to +30°C.
- Do not apply in wet weather to avoid white blooming.
- Do not apply if there is a risk of freezing in the hours following application.

Precautions for use

In order to protect your health and the environment, and for the safe use of this product, follow the precautionary advice that is featured on the packing label.

You can find the safety instructions for this product on the Safety Data Sheet (SDS) available on quickfds.com.

Base preparation

- The base must be clean, sound and free of any non-adhesive parts or areas that could prevent adhesion (for example: release oil, drying products, etc.).
- **Hollow masonry pointing:**
Fill it before rendering.
- **Lips and excess thickness:**
Eliminate them mechanically.
- **Mechanical masonry joints/wall ties and joints between heterogeneous bases:**
Bridge them using glass mesh embedded in the 1st coat of render, as per NF-DTU 20.1 and 26.1.
- **Heterogeneous bases, cast concrete and old renders:**
It is mandatory to create a base prepared coat using **VPI LATEX***.
- **Cast concrete and old renders:**
Create a base coat prepared using **VPI LATEX*** or apply **ACCROLOR 2**.
- **Terracotta brick masonry of all types:**
Soak quickly but not excessively less than half an hour before rendering, or as rendering progresses.
This soaking is regardless of the ambient weather conditions.
- **Cellular concrete masonry:**
Remove dust carefully and then apply **ACCROLOR 2** or wet the base evenly as you go.
The base must wet in depth but not seeping on the surface.

* To prepare a base coat using **VPI LATEX**:
Mix a liquid render using a solution of diluted **VPI LATEX** (1 volume of **VPI LATEX** for 3 volumes of water).
Apply without overloading the base (3 to 5 mm).
Leave its surface rough to facilitate the adhesion of the render

Product preparation

- Mix in a batch mixer or a concrete mixer.
- Water/powder ratio: 6 to 6.5 L of water per 25 kg sack.
- Mixing time: 7 min. Keep this time the same for each batch.
- Machine setting: water pressure 10 to 12 bars.

Application

WORKABLE TIME AT 20°C	
Time the mix can be used	About 1 hour
Time between applications	from 4 h to 3 days
Time out of water	from 3 to 8 hours

Thickness of application

BASE	WELL FINISHED ROUGH MASONRY	CELLULAR CONCRETE	CONCRETE OR SUB-RENDER	
Function	Waterproofing		Decoration	
"Scratched" finish	1 st application 7 mm thick + 2 nd application 8 mm thick	ACCROLOR 2 + 1 application 15 mm thick	Base coat using VPI LATEX 3 mm thick + 1 application 8 mm thick	ACCROLOR 2 + 1 application 10 mm thick
"Rough sprayed" or "rough crushed" finish	1 st application 10 mm thick + 2 nd application: grain 5 mm thick	ACCROLOR 2 + 1 application 10 mm thick + grain 5 mm thick	Base-coat using VPI LATEX 3 mm thick + 5 mm grain	ACCROLOR 2 + 1 application 3 mm thick + grain 5 mm thick

- **Medium scratched finish:**
Machine-spray the render (see table).
Smooth and tighten it carefully.
Wait from 4 hours to 3 days (at +20°C) between two applications.
Evenly scratch the render using a nail float or the edge of the trowel when it has sufficiently set.
- **"Rough sprayed" or "rough crushed":**
Spray the 1st application using a machine (see table), straighten and smooth.
Wait from 4 h to 3 days (at +20°C) then spray the grain 5 mm thick.
To obtain the "rough crushed" finish, crush the grain using a float before it hardens.

- Clean the tools with water while the product is fresh.

Final thickness:

- on neat rough masonry: from 12 to 15 mm
- on standard rough masonry: from 15 to 18 mm
- on concrete or sub render: from 5 to 15 mm

Whichever finish is chosen, the render thickness should not be less than 10 mm at any protruding point on the masonry (including hollow pointing or cornice outlines), nor more than 25 mm (including for overlaid cornice outlines).