## **ARDEX WPC**

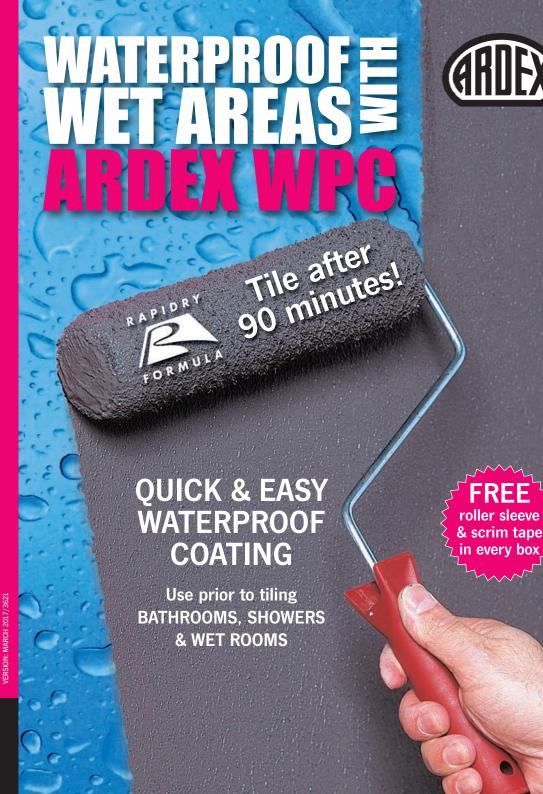
Create a protective waterproof coating and tile after just 90 minutes



















Ensure you have the appropriate tools and sufficient ARDEX WPC to cover the intended area. The surface to be tiled must be dry, rigid, of sufficient strength and free from dust, grease and dirt. Apply at temperatures above  $5^{\circ}$ C.



1 MIX ONE

Approximately 1.75kg of ARDEX WPC Liquid + 2.5kg of ARDEX WPC Powder per m<sup>2</sup> at 3mm thickness.

Mix a small amount of ARDEX WPC to a slump free consistency to fill any holes, gaps and joints.



Joints should be reinforced with the supplied ARDEX Self Adhesive Mesh Scrim prior to applying MIX ONE. Apply MIX ONE with a spatula, pallet knife or trowel, sealing joints in corners and filling holes and gaps around pipes.



3 MIX TWO

Approximately 0.75kg of ARDEX WPC Liquid + 0.75kg of ARDEX WPC Powder per m<sup>2</sup> at 0.8mm thickness.

MIX ONE should be left to dry for approximately 1 hour before applying MIX TWO. Apply MIX TWO evenly with a brush or paint roller to cover the entire surface with a uniform coat. A second coat should be applied approximately 30 minutes after the first coat to obtain an effective waterproofing layer at least 0.8mm thick.



Tiles can then be fixed using any ARDEX Cement-Based Tile Adhesive, approximately 60 minutes after the application of the second coat of MIX TWO.



The tiles can be grouted with ARDEX-FLEX FS
Flexible Tile Grout for joints up to 4mm wide, or
ARDEX-FLEX FL Rapid Setting Flexible Tile Grout for joints
3-15mm wide; both are available in 35 colours to suit any
tiling installation. Alternatively, ARDEX EG 8 PLUS Epoxide
Tile Grout can be used for a waterproof, chemically
resistant finish and is available in 5 colours. Finish with
ARDEX ST Silicone Sealant, available in 13 colours and
Transparent to match our most popular tile grout colours.



To request an ARDEX-FLEX or ARDEX EG 8 PLUS Application Guide or Grout Colour Selector, contact ARDEX Customer Services on 01440 714 939.