



MIX&GO
RENDERCOAT

Mix&GO RenderCoat Plaster

Mix&GO RenderCoat Plaster is made with the Natural Hydraulic Lime of your choice, and is 100% Natural with no V.O.C.'s. No sourcing sands, no dealing with color, just add water "Mix&GO". Available in Custom Colored and in our range of 40 standard colors.

Mix&GO RenderCoat is MADE IN THE USA.

Where to Use

This Mix&GO is designed as a first coat plaster for masonry substrates and a second coat plaster/stucco on any lime plaster. Can be used as an interior or exterior plaster. The 2.5 parts sand per 1 part lime makes a dense and cohesive mix for exposed surfaces. NOTE: The term plaster in this datasheet should be considered synonymous with the terms stucco and render.

TECHNICAL INFORMATION

Components

Mix&GO RenderCoat is a proprietary plaster that contains lime, (Natural Hydraulic Lime, conforming to EN:459), a blend of natural sands, and (in colored products), synthetic iron oxide pigments. This product contains no cement, latex, or acrylic admixtures.

Compressive Strengths (Approximate Pounds per Square Inch)

Lime	7 Days	14 Days	28 Days	56 Days	91 Days	182 Days	365 Days	730 Days
NHL 3.5	34.81	94.27	168.24	242.21	292.98	366.96	440.91	515.88
NHL 5	14.50	73.97	200.15	326.33	416.26	542.44	670.07	796.25
NHL 2	29.01	36.82	108.78	168.24	210.30	269.77	329.24	388.70

Aggregate Sieve Analysis (Percent Retained)

#2	#4	#8	#16	#25	#50	#100	#200	PAN
0.000	0.036	0.750	4.682	20.738	37.846	31.834	2.938	0.234

Preparation

Prepare the masonry substrate (brick, stone, block, or existing plaster) by dampening the surface to control suction. Control absorption by wetting units or surfaces prior to application. Surfaces and/or units should be cool and damp but not glistening or "holding water" to prevent premature drying of mortar. It should take approximately 1-2 seconds for a droplet of water to be absorbed into the background (appearing "glistening" to "damp"). Absorption rate also needs to be controlled between first and second coats of plaster.

Mixing Directions

Mix&GO can be mixed either by hand or in a mechanical paddle mixer. Add one bag (67 lbs) of Mix&GO with 1.1 gallons and blend, adding additional water as necessary to achieve workability. Mix for at least 5 minutes. Please note that adding too much water can cause plaster to shrink and crack while curing.

Adding Hair/Fiber: It is not necessary to add hair/fiber to this product. However the addition of hair/fiber can reduce shrinkage. Dosage (if used) should be approximately 1 pound of hair/fiber per 3-4 bags of Mix&GO RenderCoat.

Application

First Coat: After the absorption is controlled, it may be necessary to “dub out” if there are deep irregular areas that need to be brought out to be closer to the level of the first coat. This should be applied and cured for a few days before the first coat of plaster is applied. Using your hawk and trowel apply the plaster to masonry (alternately a plaster spraying can be used). This initial coat should be approximately 3/8” thick. Take measures to ensure that the plaster is of sufficient thickness but the truing up, or bringing the plaster to a true surface should take place in the second coat. The purpose of the Scratch coat is to merely put material on the wall in preparation for the truing coat. Before the plaster cures “scratch” the plaster in a cross-hatch diagonal design. This will allow maximum keying between the first coat and second. Allow the plaster to cure for approximately 5 days (depending on conditions) before applying the next coat. As the mortar begins to cure take care to notice if any cracks develop. Most of these cracks can be fixed by splashing a small amount of water to the wall and then rubbing them in with a wood float for the first day or two after application.

Second coat: Apply your dots to establish the thickness of your plaster. Apply a patch of wet plaster approximately 8 feet away from each other (or however long your straight edge or screed is) and then stick a well dampened piece of wood lath to represent the level of the finish wall surface. Bring plaster to the sides of the lath to ensure that the lath will stay in its location. Using a level establish that the “dots” are level and plumb. These “dots” will be your guides as you continue your plasterwork. When applying the plaster it may be necessary to apply 2 thin coats (one immediately after another) to achieve the required 3/8” thickness. This will allow you to apply sufficient pressure when applying to form a good bond. Once the plaster has been laid on to the approximate thickness (using your dots as a guide) run a straight edge from the dots to ensure that there are no low or high spots. Fill in low spots and bring down high spots as necessary until the wall is true. For external renders and rougher sanded finish plasters, this completes the process. The render can be finished in many different manners, depending on your tools, including having the render ruled to make it appear to be stone blocks, etc. After the plaster has been applied and is true, roughen the surface with a wood float or a devil’s float (a float with a nail protruding approximately 1/16” through). This light scouring will provide the key for applying the finish coat of plaster. Slow cure the work for at least 5 days ensuring that is kept in cool humid conditions and free from direct sunlight, freezing temperatures, rain, or harsh winds.

Curing Time: Plasterwork should be protected from sun, wind, and rain for at least 5 days. Plaster work should be protected from freezing temperatures for at least 28 days. In some cases plaster work may need to be protected from freezing temperatures for several months.

Coverages and Consumption (per bag)

Yield (Gallons)	Yield (cubic feet)	Masonry ¼” Thick	Masonry ⅜” Thick
Approx. 5 gallons	Approx. 0.75 ft ³	20 ft ²	16 ft ²

Clean Up

Ensure that all work is properly protected prior to cleaning. Maintain clean surfaces on the face, sills, ledges, and projections of masonry on a daily basis. Tools can be cleaned using conventional methods and properly protect any unused product from moisture and freezing. Opened bags of Mix&GO can be stored in sealed pails for up to 6 months from date of purchase.

Alternate products

Natural Hydraulic Lime (to be mixed with 2.5 parts sand by volume on-site), Lime Putty Plaster.

Additional References

Mix&GO Material Safety Data Sheet, Guide to Traditional Lime Plaster, Guide to Natural Hydraulic Limes.