# **Basco Tough Rock**

Basco Tough Rock is a cement based textured wall finish formulated by using light fast pigments, special polymers and unique additives. Being a cement based product, it binds strongly with the plaster. Its special formulation keeps it safe from the ill effects of weather. It is available in four different finishes.

- 1. 0.5 mm textured finish
- 2. 1 mm textured finish
- 3. 2 mm textured finish
- 4. 3 mm textured finish

# **Special Features**

- Water resistant
- Algae and fungi resistant
- Tough and durable, making it resistant to cracks and flaking
- High adhesive strength that resists weathering effects
- Does not require curing
- Has high water repellency and excellent opacity
- Exhibits outstanding color fastness
- Covers minor undulations on the wall

# **Recommended Usage:**

Basco Tough Rock finishes are recommended for interior and exterior walls.

### **Technical data**

Physical state : Dry mix powder

Mixing ratio : Approximately 4.5-5.5 ltrs of water for 25 kg bag

Pot life : Approximately 60 mins at 25°C

Coverage : 2.5-3 kg/m<sup>2</sup>

Temperature : Min 10°C, Max 40°C (substrate)

Drying Time : 2-3 hours, may vary due to change in temperature and humidity

Packaging : 25 Kg bag

Colors : White and selected colors

### **Substrate preparation:**

The substrate must be cured, mechanically strong, free from loose particles, grease, oils, paint, wax and sufficiently dry. All surfaces must be as flat as possible. Clean the wall with water.

#### Mixing:

Take the required quantity of Tough Rock in a suitable mixing container, add slowly 18-20% of clean water and mix until a homogenous lump free paste is achieved. It is very important that mixing of Basco Tough Rock should be done thoroughly preferably with mechanical mixer. Do not add extra water or other ingredients after mixing.

**Application:** Moisten the wall with sufficient quantity of clean water. Apply the material with steel trowel on the surface and while wet move the plastic trowel on the surface to get the desired texture.