



SEM-UNIVERSELLE

POWDERED PASTE FOR LIGHT AND HEAVY WALLPAPER

TECHNICAL DEFINITION

Paste designed for all types of wallpaper (standard, thick...).

For the hanging of vinyl or special wallpapers, use SEM-SPECIALE.

CONSUMPTION

250 g for 7 rolls.

ACCEPTED SUBSTRATES

- Plaster boards.
- Plaster blocks.
- Concrete or cement render.
- Plaster.

PACKING

250 g cardboard box.

APPLICATION

PREPARATION OF THE SUBSTRATE

The substrate must be sound, free of dust, dry and normally absorbent.

Remove any old wall covering using a wallpaper stripper (SEM-DECOLLEUR or similar).

Treat absorbent backgrounds with an undercoat.

PREPARATION OF THE PASTE

Pour 8.5 litres of cold water (for one 300 g cardboard box) into a clean container. Stir to make a swirl and pour the content of the box into the water, stirring.

Allow to rest for 3 minutes and stir again thoroughly. The paste is ready to use.

APPLICATION

Apply an even layer of paste onto the back of the paper strip. Fold back the paper strip and allow to soak according to the manufacturer's instructions.

Mount the paper strip to the wall and brush, first from bottom to top, and then from the centre toward the edges.

Instantly remove any excess paste seeping out from the joints with a damp sponge.

Using a Stanley knife, cut off excess paper at the ceiling and floor ends of the strip.

Wallpaper must be laid in compliance with regulation DTU 59-4.

Store in a dry place.

POWDERED PASTE FOR LIGHT AND HEAVY WALLPAPER

SEM-UNIVERSELLE is the ideal paste for all standard wallpapers.

Quick to homogenize and exceptionally smooth, it is very easy to implement.

ADVANTAGES

- Ready in 3 minutes.
- Easy to prepare.
- Transparent when dry.
- Glue suitable for use in a gluing machine.

APPLICATION TIP

To guarantee the quality of the paste, make sure to abide by the instructions for preparation, which is broken up into three stages:

1. Dispersion of the powder into the water for two minutes.
2. Standstill for 15-20 minutes to allow the active principles to swell.
3. Vigorous beating in order to achieve a perfectly smooth texture.

