

WALL ACCESSORIES

Wall Connectors:

Catnic's Wall Connectors are a simple yet effective system for tying new masonry walls to existing walls.

Wall Ties:

All Catnic wall ties are manufactured from high quality stainless steel wire and strip materials to ensure that structural design properties are maintained throughout the life of the structure.



WALL STARTER KITS

Stronghold

- Adjustable ties for flexibility in coursing
- Available in galvanised steel, stainless steel and plastisol coated galvanised steel
- Universal application up to 250mm wall thickness
- All necessary fixings included



Stronghold						
Product code	Description	Product Style	Qty/box	Wall Thickness (mm)	Material	Use
SWC	Stronghold	Adjustable Ties	20	60 - 250	Stainless Steel	External
GWC	Stronghold	Adjustable Ties	20	60 - 250	Galvanised Steel	Internal



SWC



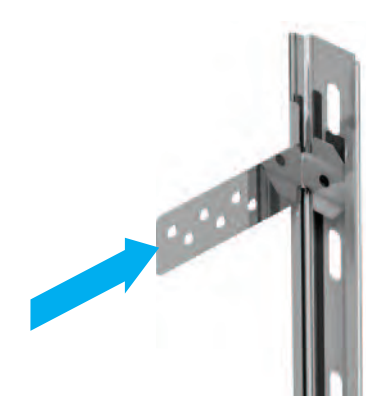
GWC

For guidance on applications and material specifications refer to page 31.

Tie fixing mechanism

Ties on the Stronghold wall starter kit are inserted into the channel and twisted 90°.

To allow flexibility in brick/block coursing heights Stronghold ties slide up and down the channel to lie horizontally in the mortar joint of the new wall.



Insert



Twist



Slide

Installing Stronghold Wall Starter kit - External Walls

1. Prepare existing wall by removing any rendered or pebble dashed finishing to ensure that the wall starter is fixed directly to the existing masonry.
2. Offer the lower starter to the existing wall, at the centre of the new wall, ensuring the fixing positions avoid mortar joints. Plumb the starter and mark the positions of the fixing holes. If necessary, use the alternative fixing positions. (i.e. 450 and 600).
3. Drill and plug the existing masonry using a 10mm masonry drill. (Plugs, coach screws and washers are provided). See diagram i.
4. Lightly clamp the lower starter to the masonry at the two lower fixing positions only using the coach screws and washers provided. See diagram ii.
5. Slot the second starter into the lower starter overlap. (If required, reduce the starter length by cutting one end only). Repeat steps 3, 4 and 5 for the upper section. See diagrams iii and iv.
6. Align both starters and tighten all coach screws. Do not over-tighten.
7. Lay brickwork or blockwork for the new wall in the conventional way, with a full mortar joint between the existing and the new walls. Install wall starter ties into the wall starter by twisting and sliding into position at a maximum of 300mm centres.

The ties should be bedded onto the mortar and another bed applied over the top. The ties should be completely surrounded with mortar. See diagram v.

Note: In line with Building Regulations, reference should be made to your local authority since additional weather proofing may be required, eg. a vertical damp-proof course cut into the existing wall.

Tools required:

- Spirit level
- Drill (with 10mm masonry bit)
- 10mm socket spanner



diagram i.



diagram ii.



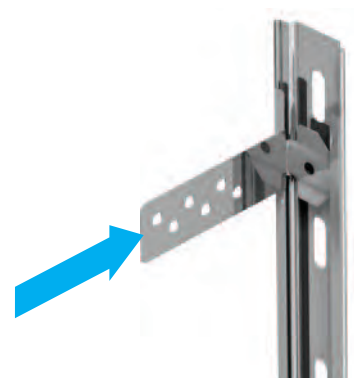
diagram iv.



diagram v.



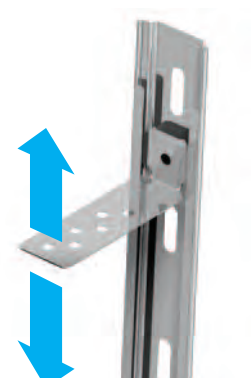
diagram iii.



Insert



Twist



Slide

Installing Stronghold Wall Starter kit - Cavity Walls

In cavity wall construction each leaf of masonry requires a wall starter.

See diagram vi.



diagram vi.

External Walls

Proceed as before, but ensure that the bottom edge of the wall starter is above the damp-proof course. The vertical joint between the existing wall and the outer leaf of the new wall should be weathersealed with a pre-compressed sealing strip or polymer-based sealant.

When more than 2 starters are used (i.e. for heights exceeding 2.4m) slot additional starters in to the lower starters and continue the fixing procedures.

Weathersealing

The vertical joint between the existing wall and the outer leaf of the new wall should be weathersealed either by:

- i) A pre-compressed sealing strip or polymer-based sealant applied behind the wall connector, or
- ii) The junction perpend should be sealed with a pre-compressed sealing strip or polymer-based sealant. See diagram vii.

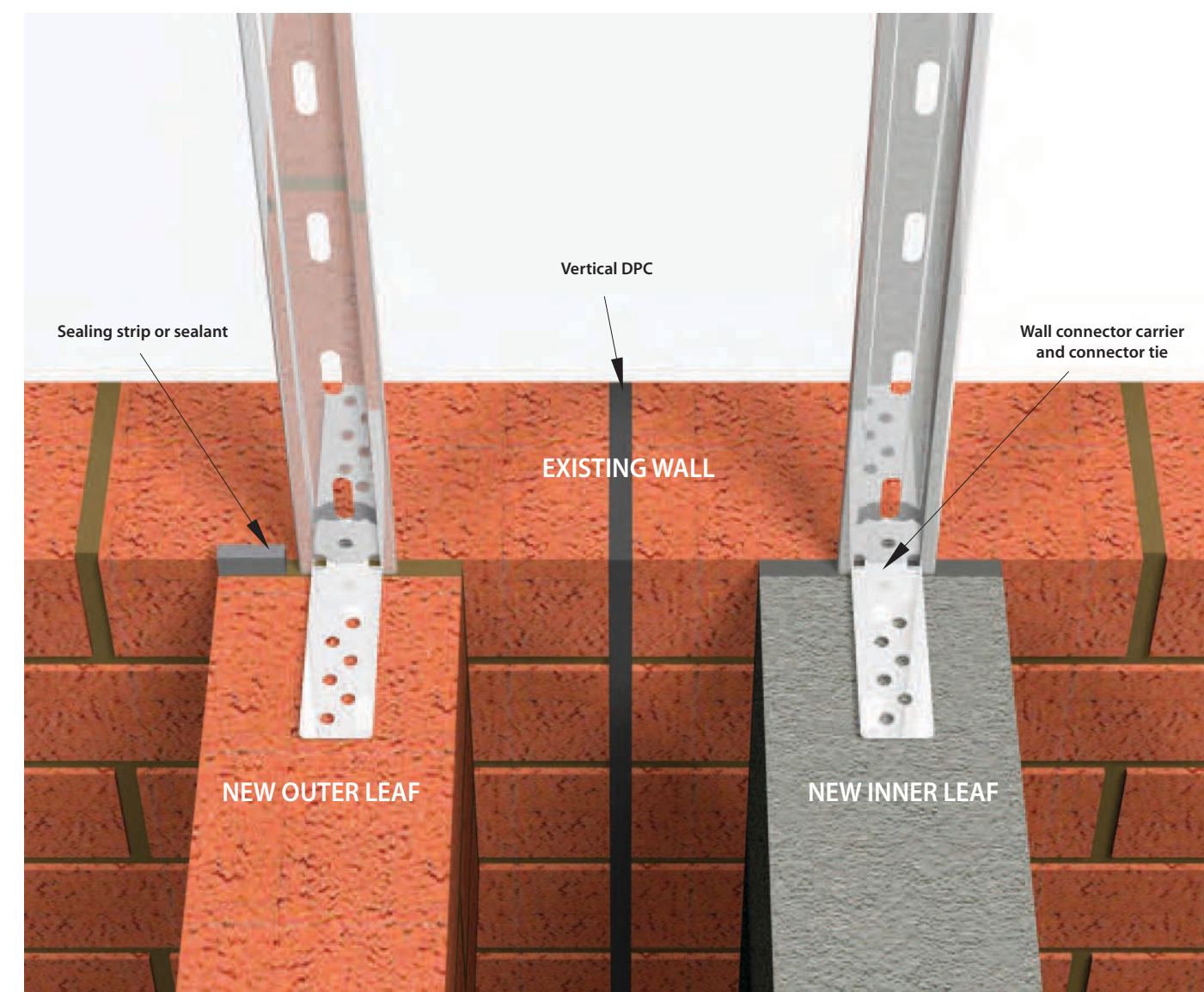


diagram vii.