

## Post Mix

### Description

Post Mix is a simple and easy to use compound, setting posts rapidly, giving a professional finish in minutes.

### Application

Suitable for fixing all types of posts – wood, metal, or concrete, also bollards, signage and general fittings.

### Advantages

Does not need the use of mechanical mixing methods, sets in minutes, just add water to the hole, and pour in POST MIX.

### Application

Dig a hole to the required width and depth for the post. (Ensure the hole is the correct size. This will be dependent on height of the post and the weight/load the post will need to support.)

Pour water into the hole until the hole is half full. (In cold weather conditions, it is advised to use warm water.)

Place the post into the hole. (Chocks, bricks or support timber may be used to ensure the post's correct position before adding water and Post Mix powder.)

Add Post Mix to the water level, ensuring all the powder is wet. (Wet any dry powder on the surface. Do not mix the Post Mix by hand or in a mixer.)

Adjust the post to the required position. (A spirit level may help you with accuracy.)

Remove any air bubbles by tamping down the surface of the mix.

The post requires no holding and should set in 5 to 10 minutes.

### Required Post Mix quantity

Post Size	Hole Size, Width, Depth	Quantity of Post Mix
	15cm (6") x 48cm (19")	_ bag
7.5 cm (3") square	15cm (6") x 63cm (25")	_ bag
	15cm (6") x 80cm (31")	_ bag
	20cm (8") x 48cm (19")	_ bag
7.5 cm (3") square	20cm (8") x 63cm (25")	1 bag
	20cm (8") x 80cm (31")	1 _ bag

These quantities are approximate. The size of the post and the load requirement for the post may affect the width and depth of the hole required. In light soil, the hole will need to be deeper than that of heavy soil by approximately 6".

### Health & Safety

This product contains cement which, when mixed with water is alkaline and may cause skin irritation. Operatives should wear protective clothing and work in well-ventilated conditions.

Avoid skin and eye contact.