

Remember ALL bricks are a blend. Blend from a minimum of 3 or 4 packs.

Flashings on PGH bricks are not supposed to be heavy (dark) but due to changing kiln conditions this can sometimes occur. **Do NOT lay them.**

If the face of the brick is plain then do not lay burnt headers.

Flashed products will generally be clumped together in a pack. **Do NOT lay them** as such, spread them out.

Check sizing before you start. Refer tolerances as per Australian Standards briefly explained here. Tolerances allowed depend on the size. 150 to 250 (therefore height and width of a standard brick) a 50mm + or – variation is allowed over 20 units. Greater than 250mm then + or – 90mm is the tolerance allowed (therefore a standard brick length being 230mm, the 90mm comes in to play)

- Nominal size for a standard brick is 230mm x 110mm x 76mm (L x H x W)
- + or – 90MM OVER 20 BRICKS for length (i.e. 20 x 230mm = 4600mm therefore tolerance allowed is 4510mm to 4690mm)
- + or – 50MM OVER 20 BRICKS for height (i.e. 20 x 76mm = 1520mm – therefore tolerance allowed is 1470mm to 1570mm)

BLENDS:

Thatch Blend
50% Wicker/50% Bamboo

Bangalow Blend
50% Hotham/50% Lithgow

Check that the brick delivered is what is on your job sheet. All bricks are identified with their name on the packaging. If a blend refer to attached blend components left.

BRICK CLEANING:

If using acid, ensure brickwork is saturated first. Use no stronger than 20 parts water to 1 part acid. If you are not sure ring 13 15 79

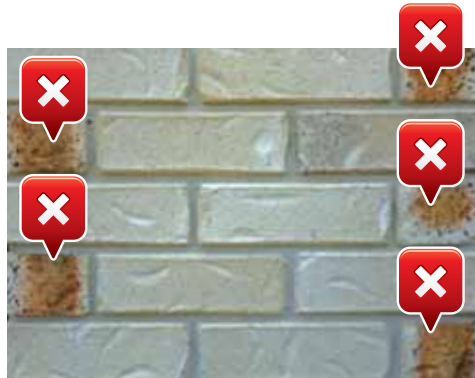


**A GUIDE TO HELP
ACHIEVE THE BEST RESULT**

PURPOSE: To provide some information to allow you, the brick master, to have a finished product that everyone is proud of.

For many reasons the bricklayer image has been tarnished over the years and with many new alternative products now available in the market we need to ensure that we get the job done right in the first place.

Some simple guidelines shown here will assist us in reaching that goal.



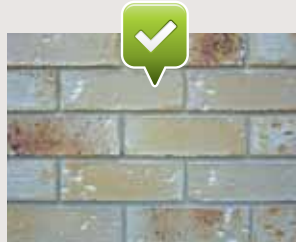
The face is clean so headers must be also



Flashing too dark



Normal flashing



Bad blending – all flashes together



Good blending – flashes spaced around

