

Wall Tiling

To facilitate this ambition of getting the quality right, these checks should take place:

Important: Always check drawings and specification first

- Carry out line and level checks of all vertical / horizontal surfaces before commencing tiling.
- Remedial works to be executed if necessary.
- Ensure background has dried out for a minimum of four weeks for plaster, and two weeks for render, assuming reasonable drying conditions
- Ensure the background is suitable for the intended usage, ie. no plaster in wet areas. Less risk if plaster not used as a background at all
- Movement joints in tiles to be at 3.5m centres and at internal corners through tile bedding and preferably background in new build. Additional joints may be necessary at changes of background
- Establish if setting out of tiling is critical
- Ensure correct adhesive is used. It must be suitable for tile, background and location
- Do not use cement based adhesives on plaster
- Tiles to be fixed with twisting or sliding action. Ensure correct coverage by removing tiles regularly. Wet areas required
- 100% adhesion, others minimum 50%, recommended 75% for kitchens. 100% normally requires the backs of tiles to be buttered as well
- Ensure tile adhesive does not bridge movement joints
- Ensure any plasterboard is moisture resistant in wet areas. Consider a sealer
- Be aware: any plasterboard in a 'wet' area, which includes bath incorporating a shower, must be coated with waterproofing sealer before tiling to avoid long-term softening of the plasterboard. Adhesive can then be cement based but reduce flexibility
- Plywood backing absorbs moisture and will move
- Primers / sealers only slow down this process
- Ensure that any studwork is strong enough if plasterboard fixed over ply. Also refer to British Gypsum White book
- Ply must be screwed not nailed
- Avoid cement-based adhesive on ply it needs flexible adhesive

Our Quality vision:

We will get it right first time on all our projects by delivering exceptional customer service

