

DESCRIPTION

L-Bead performs like conventional L-Bead, but in roll form. L-Bead is produced for drywall thickness of 3/8", 1/2" (standard), 5/8", 3/4" and 1". Ideal for window returns, sky lights and wall edges. Patented PVC tight fibered cotton composite corner tape that is 2-1/4" wide, .020" thick and comes in 100' rolls.

ADVANTAGES

- L-Bead on a roll that performs like conventional L-Bead.
- Window returns, sky lights, and wall edges.
- Forms easily to create straight, fast inside corners
- Will not sag or soften
- Will not shrink, blister, tear or wrinkle
- Waterproof and rustproof
- Saves 25-50% on installation time
- Material can be second coated immediately
- Solid rolls ensure no waste or damage in transit or in rough site conditions
- Do not require fasteners, stapling, or any special tools
- Resists common cracking problems as encountered when using paper tapes
- Requires very light fill coat to finish product.

WARRANTY

Strait-Flex products are backed by a lifetime warranty. When applied to a sound structure, built on a permanent foundation using recommended application techniques, we warrant that these products will not edge-crack for the lifetime of the structure. Not recommended where structural movement may occur. Contact Strait-Flex International Inc for complete details.

DIRECTIONS

- Cut Strait-Flex L-BEAD to desired length. Fold L-BEAD in half at center crease with print size facing each other.
- Apply all-purpose compound to corner. Press L-BEAD into the wet compound, adjust to create a straight line, and wipe down with a taping knife. A second coat can be applied immediately. Let dry completely over several hours or overnight.
- With a 6" or 8" taping knife, apply your final coat of compound feathering the compound beyond previous coat. Let dry completely over several hours or overnight.
- Sand lightly with 120 grit sandpaper. L-BEAD will not fuzz-up like paper or mesh tapes.

STORAGE

Store in dry place protected from moisture.

SUBMITTAL APPROVALS

JOB NAME

CONTRACTOR

DATE

