Tips for installing Bamboo Habitat bamboo fencing.

- 1) You will notice that all the tops of the bamboo poles are all sealed at the knot to aid in weather proofing (this prevents water welling in the poles and thus attracting mosquitos)
- 2) Buy treated pine decking boards (if you don't have timber batons already) to secure to the horizontal rails of your existing colour bond or timber paling fence with rails.
- 3) Screw timber batons into colour bond / timber fence with either self drilling metal screws (colour bond) or wood screws (timber)
- 4) Pre drill the bamboo with a 3-4mm drill bit every 'hand-span' across the top of the panel and every alternate hand span across the bottom rail (to prevent the bamboo from splitting)
- 5) Then screw a 55-60mm galvanised wood screw into the timber baton behind.
- 6) No need to countersink.
- 7) We suggest hosing the bamboo down before painting to remove any surface dust, this will make painting easier. We also suggest painting the bamboo within 1 week of installation (for the Natural Delta) especially during the summer months when the sun is at its hottest. For the Smoked styles we suggest leaving to weather for up to 1 month in winter and around 2 weeks in summer to allow the smokey residue to wear off a little. This will ensure the varnish adheres better to the bamboo.
- 8) The Bamboo Honey UV marine varnish can be painted onto the bamboo directly from the tin. No need to paint the back side of the fence, only the side that faces out to the sun. We recommend painting the end caps (tops)

of the bamboo to also aid in weatherproofing. Paint 2 coats of Bamboo Honey onto the Smoked bamboo initially then another coat in around 1 years time. From there, you can paint when needed (every few years for example) to maximise longevity of colour. For the Natural Delta this will require 2 coats initially then as needed (every few years for example) Please allow 24 hours between coats. Painting is not a necessity, it simply helps to lock in the rich colour for your enjoyment.