

**SYSTEM SUMMARY**

**BauderGREEN XF301 lightweight sedum system**

**Sedum Blanket Solution**

BauderGREEN XF301 lightweight sedum system is an ultra-light weight green roof solution. Typically used on roofs where heavier substrate solutions are not an option. On roofs laid to a fall of <math>2^{\circ}</math> the product can be laid directly onto the waterproofing. When laid on flat roofs (below  $2^{\circ}$ ) an additional drainage mat BauderGREEN SDF mat is fitted (layer 3 below). BauderGREEN XF301 also contains a moisture mat which retains up to 5 litre of water/m<sup>2</sup>. The vegetation grown on the blanket is a broad mix of sedum varieties.



Product	Description	Thickness	Weight
1 BauderGREEN XF301 sedum blanket*	A single layer sedum system, GRO compliant substrate is held within a nylon mesh with attached moisture mat. The sedum blanket is grown for circa 12 months and contains up to 17 species of sedum.	28mm	44kg/m <sup>2</sup>
2 BauderGREEN AL 40	A bespoke edge trim which retains the XF301 system and secures the system to the underlying waterproofing.	N/A	N/A
3 BauderGREEN SDF mat	Multifunctional drainage, filtration and protection layer manufactured from ultraviolet resistant nylon woven loops, which are thermally bonded to geo-textile filter fleece facings. (Only required on roofs below $2^{\circ}$ )	20mm	1kg/m <sup>2</sup>
4 Bauder's underlying waterproofing system	Bauder's underlying waterproofing system, options for bituminous membrane, Hot Melt, Single ply or Cold applied liquid systems.	N/A	N/A
<b>Green Roof Build up (fully saturated, excludes the waterproofing)</b>		<b>48mm</b>	<b>45kg/m<sup>2</sup></b>

\*Bauder also produce deeper sedum & wildflower blankets solutions

**Where to specify:**

Ideally suited to lightweight wooden roof decks or any building where weight and depth of system is critical.

**Please note:** All green roofs require water during times of drought. Bauder recommend that the watering and maintenance of this roof is considered and addressed during its design.