PART 1 - GENERAL

1.1 **SUMMARY**

- .1 This section specifies caulking and sealants not specified in other Sections.
- .2 This section specifies removal of old/existing caulking.

1.2 <u>DELIVERY, STORAGE AND HANDLING</u>

.1 Deliver and store materials in original wrappings and containers with manufacturer's seals and labels intact. Protect from freezing, moisture and water.

1.3 ENVIRONMENTAL & SAFETY REQUIREMENTS

- .1 Comply with requirements of Workplace Hazardous Materials Information System (WHMIS) regarding use, handling, storage and disposal of hazardous materials; and regarding labelling and provision of material safety data sheets acceptable to Labour Canada.
- .2 Conform to manufacturer's recommended temperatures, relative humidity, and substrate moisture content for application and curing of sealants including special conditions governing use.

PART 2 – PRODUCTS

2.1 SEALANT MATERIALS

- .1 Sealants acceptable for use on this project: Mameco-Vulcem 116, CPD PS 1901.
- .2 Between wood building components and steel: sealant to CAN/CGSB-19.13.

2.2 BACK-UP MATERIALS

- .1 Polyethylene, Urethane, Neoprene or Vinyl Foam:
 - 1. Extruded closed cell foam backer rod.
 - 2. Size: oversize 30 to 50%.
- .2 Neoprene or Butyl Rubber:
 - 1. Round solid rod, Shore A hardness 70.
- .3 High Density Foam:
 - 1. Extruded closed cell polyvinylchloride (PVC) or neoprene foam backer, size recommended by manufacturer.
- .4 Bond Breaker Tape:
 - 1. Polyethylene bond breaker tape which will not bond to sealant.

2.3 **JOINT CLEANER**

- .1 Non-corrosive and non-staining type, compatible with joint forming materials and sealant recommended by sealant manufacturer.
- .2 Primer: as recommended by manufacturer.

PART 3 – EXECUTION

3.1 PREPARATION OF JOINT SURFACES

- .1 Remove <u>ALL</u> existing caulking from wood and/or steel interfaces and clean to bare base material.
- .2 Examine joint sizes and conditions to establish correct depth to width relationship for installation of back-up materials and sealants.
- .3 Clean bonding joint surfaces of harmful matter and substances including dust, rust, oil, grease, old caulking and other matter which may impair bond and performance.
- .4 Do not apply sealants to joint surfaces treated with sealer, curing compound, water repellent, or other coatings unless tests have been performed to ensure compatibility of materials. Remove coatings as required.
- .5 Ensure joint surfaces are dry and frost free.
- .6 Prepare surfaces in accordance with manufacturer's directions.

3.2 PRIMING

- .1 Where necessary to prevent staining, mask adjacent surfaces prior to priming and caulking.
- .2 Prime sides of joints in accordance with sealant manufacture's instructions immediately prior to caulking.

3.3 BACK-UP MATERIAL

- .1 Apply bond breaker tape where required to manufacturer's instructions.
- .2 Install joint filler to achieve correct joint depth and shape.

3.4 APPLICATION

- .1 Sealant:
 - 1. Apply sealant in accordance with manufacturer's instructions.
 - 2. Seal all joints between building and window frame members and other nonoperating components with sealant to provide weathertight seal at outside and air/vapour seal at inside.

- 3. Apply sealant in continuous beads.
- 4. Apply sealant using gun with proper size nozzle.
- 5. Use sufficient pressure to fill voids and joints solid.
- 6. Apply sealant to achieve correct depth and shape.
- 7. Form surface of sealant with full bead, smooth, free from ridges, wrinkles, sags, air pockets, embedded impurities.
- 8. Tool exposed surfaces to give slightly concave shape to provide "smooth" surface.
- 9. Remove excess compound promptly as Work progresses and upon completion.

.2 Curing:

- 1. Cure sealants in accordance with sealant manufacturer's instructions.
- 2. Do not cover up sealants until proper curing has taken place.

.3 Clean up:

- 1. Clean adjacent surfaces immediately and leave Work neat and clean.
- 2. Remove excess and droppings, using recommended cleaners as Work progresses.
- 3. Remove masking tape after initial set of sealant.

END OF SECTION