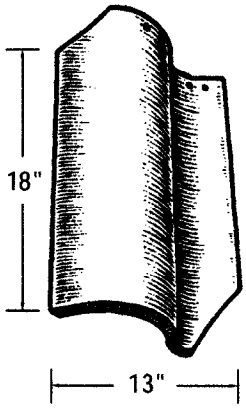
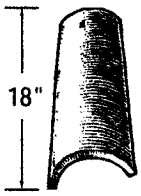
Mission S One-Piece Roof Tile

I.C.B.O. # 3416 / 88 per square



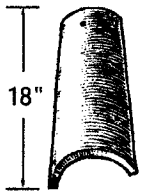
ONE-PIECE "S" TILE

88 Pieces = 1 Square /
Approximately 800 pounds per Square / Spaced on 11" centers, Maximum 15" exposure



GABLE RAKE TILE
Left and Right available

EAVE CLOSURE
(Birdstop)



RIDGE

Specifications

1. Dimensions – One section of S tile is 18" long., and 13" wide.
2. Weight – Approximately 800 lbs. per square, dry. Moisture absorption not more than 11%.
3. Fire Rating – Non-combustible.
4. Specify Color Throughbody – Dark Adobe, Adobe, Sand, Sahara, Buff, Blanco, Peach, Red, Light Buff, Rose, and Siena. Ceramic Custom Color Finish – Matte.
5. Specify Flash – Custom color spray flashes and kiln flashes.

Undertile Preparation

1. Solid sheathing I.C.B.O. approved minimum $^{15}/_{32}$".
2. Sweep roof surface broom clean. Cover knotholes with metal flashing.
3. For pitches up to 3/12: Comply with code of the building official having jurisdiction.
4. For pitches 3/12 to 21/12:
   a. Nail one layer of the Uniform Building Code required (minimum #30 felt complying ASTM-D-224) #30 or heavier felt. Lay with a 4" head lap and a 6" side lap. Nail securely in place as code requires.
   b. Blind nail at laps.

Tile Fasteners – All tiles shall be mechanically fastened per job site requirements and local building codes (whichever is more stringent).

1. Specify fasteners:
   a. Galvanized nails (complying with the federal nail specification).
   b. Manufactured fastening systems, per manufacturer's fastening specifications.

Application of Tile

The tiles are laid with a maximum horizontal center spacing of 11" and a maximum vertical exposure of 15" to the weather, minimum 3" head lap.

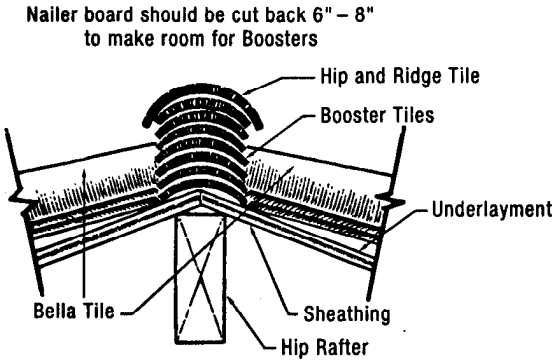
1. Lay clay roofing tiles with vertical rows spaced a maximum of 11" on centers.
2. On eaves use eave closure or 1" x 2" wood strip to raise or boost first horizontal course $^{3}/_{4}$" - 1" above sheathing with anti-ponding drip edge metal. Subsequent courses are laid with a minimum 3" head lap.
3. Fasten each tile to sheathing with one No. 11 gauge corrosion resistant nail with length sufficient to penetrate $^{3}/_{4}$" into the sheathing or through the sheathing thickness. Approved ties may be used as an alternative to nailing (see local building code).
4. Standard exposure – Exposure shall not exceed 15" to weather.
5. Mechanically fasten and set all gable, hip and ridge tile in cement mortar and mastic all laps.
6. All tile in contact with mortar shall be immersed in water for a minimum of two minutes before installing.

Shade Blending

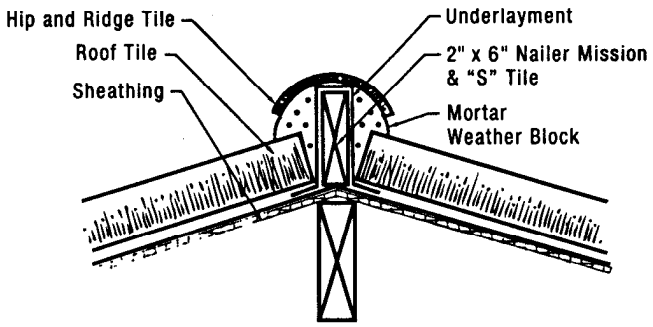
After about 75 to 100 tiles are installed, examine the application at a distance from ground level for straight, true lines and good color blend. This should be done at regular intervals during installation to ensure an attractive and acceptable roof. Blending of shade is particularly important to avoid streaks or "hot spots". Acceptable blending can only be done as the tile is installed.

For All Applications

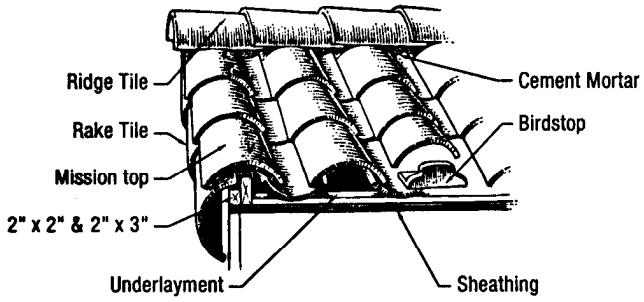
First row of tops after gable roll shall be set in cement mortar or roofing mastic. Mechanically fasten a booster tile set in cement mortar or roofing mastic, flush with and under a starter tile where a double eave effect is desired. Where tile joins hips and ridges, any voids shall be filled with cement mortar. Cap hips and ridges with cover tiles and point neatly with cement mortar. Mechanically fasten and set all gable rake tile in cement mortar or roofing mastic. Mechanically fasten and set all hip and ridge tile in cement mortar. All tile in contact with mortar shall be immersed in water for a minimum of 2 minutes before installing. Mortar must be used on all hips and ridges.



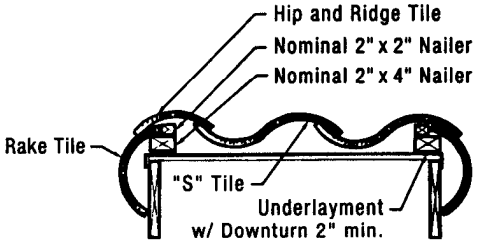
HIP AND RIDGE BOOSTER "S" TILE DETAIL
Typical Cross-Section



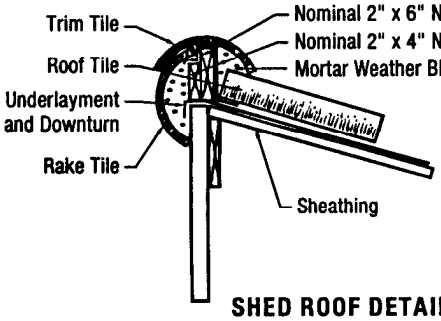
HIP AND RIDGE NAILER 2 PIECE MISSION DETAIL
Typical Cross-Section



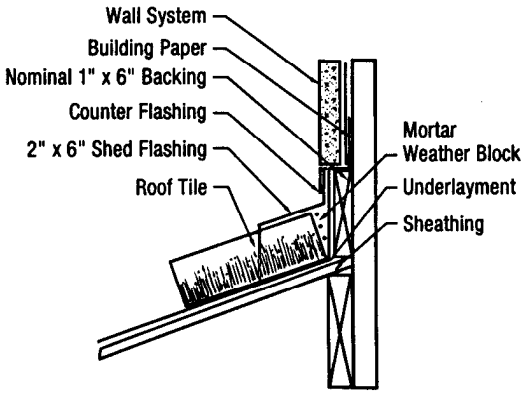
EAVE, LEFT RAKE AND BIRDSTOP DETAIL
"S" TILE



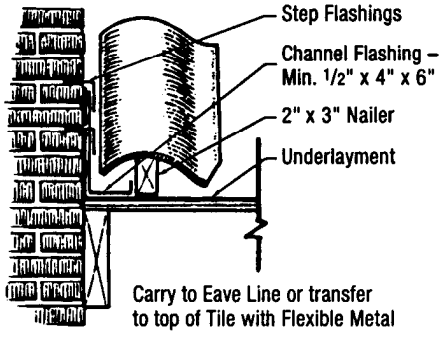
LEFT AND RIGHT RAKE "S" TILE



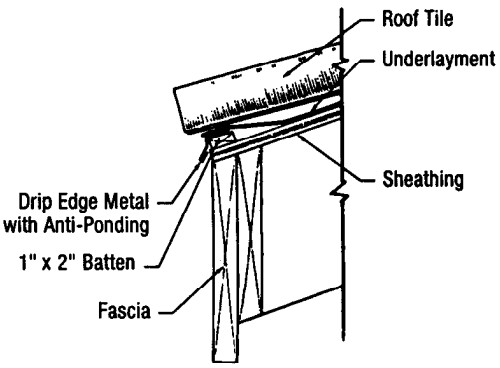
SHED ROOF DETAIL



ROOF TO WALL FLASHING AND
COUNTER FLASHING



CHIMNEY FLASHING WITH
CHANNEL METAL



EAVE AND FASCIA DETAIL

Dimensions are APPROXIMATE