

DWT Tough-EZ Tile

CONCRETE AND ASPHALT INSTALLATION

Equipped with a pressure sensitive adhesive backing, the Tough-EZ Tile is the easiest and quickest surface mount on the market today!



Outline location of tile on surface.
Delinear la ubicacion azulejo.



Grind surface.
Pulir la superficie.



Clean with broom or blower.
Barrer con escoba o soplador.



Flame treat the surface.

Es necesario limpiar el pavimento con fuego (una antorcha).



Apply primer within marked area.
Aplicar tapaporos en la area delineada.



Remove paper backing.
Remover el papel de respaldo.



Set tile in place.
Colocar el azulejo en el lugar.



Apply pressure starting in the middle working out to the edges to ensure complete contact.
Aplicar presion comenzando por el centro para el borde de afuera para asegurar contacto completo.



Apply sealant around outside edges of tile (for concrete only).
Aplique sellador al rededor del borde del azulejo (en el hormigon).



DWT Tough-EZ Tile Surface Mount Detectable Warning Tile Retrofit Installation Guide for Concrete and Asphalt

1. Be sure that safety guidelines are in place and use recognized safety procedures in accordance with related industry and government standards during all surface preparations and installation of surface mount detectable warning tiles.
2. When applying all tiles, primer, and adhesive sealant be sure to follow proper procedures as outlined in guidelines issued by their respective manufacturers.
3. It is important to coordinate with the Engineer, Architect or Contactor to evaluate the surface and site preparation to ensure it is adequate to install the tiles correctly. Evaluate the design drawings with the Contractor before installation procedures and report any and all design flaws or discrepancies to the Engineer or Architect.
4. Installation of tiles is not recommended on sites where water is used for dust control prior to, during or after the installation process. Do not use a pressure washer to clean installed tiles.
5. Align the **DWT Tough-EZ Tile** on curb ramp according to design drawings, and mark the location of the tile on the concrete or asphalt surface using a permanent marker. Remove the **DWT Tough-EZ Tile** when perimeter of tile is completely marked.
6. The concrete or asphalt surface that accepts the **DWT Tough-EZ Tile** must be mechanically cleaned using a shot blaster or grinder equipped with a wire-cup attachment to remove any dirt, curing agents, topical color, oil, grease and other contaminants. The cleaning and grinding of the surface should extend 1-inch beyond the marked perimeter of the surface that will receive tile.
7. After grinding surface, remove dust or debris with a broom or blower. Prior to the installation of the **DWT Tough-EZ Tile**, inspect the surface to make sure it is dry, clean and free of cracks, curing compounds, loose debris, dust, oil, grease and other contaminants, and establish it to be structurally sturdy and cured for at least 45 days. *It is very important to flame treat the surface to remove residual moisture and contaminants prior to installing tiles.*
8. DWT Tough-EZ tiles can be easily cut to fit the surface area using shears or large scissors. For installation or removal of the **DWT Tough-EZ Tile** do not cut, grind or sand tile without the use of NIOSH approved cartridge respirator suitable to keep airborne mists and vapor concentrations below the time weighted threshold limit values. The DWT Tough-EZ tile will not crack, break, chip or tear when cutting, grinding or sanding the tile.
9. Spread TPO primer to provide complete coverage over the prepared concrete surface should include at least 1 inch around the perimeter of the area to receive the tile, and platform edge, using a standard paint roller. ***It is not recommended to use a sprayer to apply primer.*** Applying primer requires the use a NIOSH approved cartridge respirator suitable to keep airborne mists and vapor concentrations below the time weighted threshold limit values. When using in poorly ventilated and confined spaces, use fresh-air supplying respirator or a self contained breathing apparatus. Use approximately 1 oz. of primer per 2 square foot of tile. Allow curing time of 3 minutes before attaching **DWT Tough-EZ Tile**.
10. After primer has cured, carefully remove the paper backing that is protecting the pressure sensitive adhesive from bottom of the tile. Set the **DWT Tough-EZ Tile** square to the marked corners on the curb ramp area as outlined in the design drawings before laying the tile into position.
11. When using **DWT Tough-EZ Tile** side by side, leave a ¼-inch gap between tiles to allow for expansion and contraction of substrate and tile. Failure to leave a ¼-inch joint between adjacent **DWT Tough-EZ** units could result in conformation problems or damage to the tiles. ***Do not allow tiles to "butt-up" end to end or allow overlapping of tiles during installation.*** Plastic tile spacers may be used to insure a uniform ¼-inch wide nominal joint.
12. Do not install tiles over compression joints; do not cut through or grind-off raised domes on tiles during the installation process.
13. It is recommended to apply weight to the tile to activate pressure sensitive adhesive backing. Using the DWT roller applicator or applying foot pressure to the entire surface of the tile, apply sufficient pressure to the **DWT Tough-EZ Tile** to insure complete contact with surface. Start by applying pressure in the middle of the tile and working your way to the tile edges.
14. Mechanical fasteners shall not be used for installation of the DWT Tough-EZ tiles.
15. **Concrete Applications Only:** Apply a quick drying flexible sealant (not provided) around tile perimeter. It is important to force the sealant into any gaps or spaces between the tiles edge and asphalt by using a plastic shaping tool, spatula or a gloved finger making a cupped shaped profile between the tile and adjoining asphalt. Any adhesive on the **DWT Tough-EZ Tile** surface can be easily removed with mineral spirits. **Perimeter sealant not recommended for asphalt applications.**