



## Innovative Equine Systems

Exceptional Equestrian Facility Products and Structures

### **Evopave/Versatile Layout, Design and Installation**

#### *General Specifications Installation*

The customer or main contractor should always be made aware of the duration of the installation and limitations involved with rubber surfacing. No other trades are to be allowed in or around the work area 24 hours before installation and 7 full days afterwards.

Only Innovative Equine Systems specified materials are to be used. Any and all chemicals, whether adhesive or top coatings, should be kept from frost, rain or excessive heat. Exposure of any adhesive or top coatings to these elements voids any warranty.

Make sure the sub-surface on which Evopave/Versatile will be installed is completely dry and clear of all foreign matter and free of dust, dirt, oil or any kind of spills. Make sure all sub-surface requirements have been complied with.

The sub-grade and sub-surface shall be constructed to a qualified engineer's specification; however, no significant settlement of either should occur as a result of its own weight or removal of soil.

The sub-surface shall be constructed out of asphalt or concrete in accordance to DIN 18035, Part 6 specifications.

The sub-surface shall be constructed out of a suitable road-asphalt and crusher run, using the bitumen type specified in the DIN 18035, Part 6 specifications or in concrete according to a qualified engineer's specification. Road asphalt shall be left to cure for a minimum of 14 days after completion and concrete for a minimum of 30 days.

The finished sub-surface shall be smooth and trimmed and have no compaction or trowel ridges and shall not vary from the required levels by more than .15 inch measured under a 13 ft. straight edge, measured in any direction. If there is any resultant ponding of water after flooding, the sub-surface shall be corrected until no pond is deeper than .039 inch.

The sub-surface should be constructed with a designed slope of  $\leq 1\%$ . Please consult the technical requirements involved for the construction of the relevant facility proposed.

Remove all post holes, covers/lids and drains and make an accurate sketch of their location for their future return.

For all Evopave/Versatile surfacing installations, normal resilient surfacing installation practices should be followed. SEE NOTES TO INSTALLER ON LAST PAGE.

The Evopave/Versatile surfacing will follow the contours of the sub-surface which it covers. The smoother the sub-surface, the better the surfacing finish.

### ***Installation Procedure***

1. The installation of Evopave/Versatile should not begin until all works and trades have been completed and the complete area cleared of extraneous materials. If the requirements are as such that the Evopave/Versatile surface must be installed before other trades have completed their work, the installed Evopave/Versatile surface should be covered with a suitable protective covering.
2. For interior installation, all rooms, Evopave/Versatile surfacing, and adhesive should be left to acclimatize at a minimum of 68°F for at least 24 hours before, during and after the installation is completed. The surfacing should be unpalletized and laid out to let the rubber “relax” and regain its shape. NOTE: To minimize installation difficulties, avoid extreme temperatures between storage and installation areas. For optimal ease, store material at room temperature (20°C/68°F).
3. For fully adhered installations, spread adhesive evenly, at the recommended rate, and with the recommended trowel size. Weights such as sand bags and weight rolling have to be used on the Evopave/Versatile surface installation until the adhesive is cured.
4. For fully adhered **indoor** installations, a two-part polyurethane adhesive, such as Innovative Equine Systems’ PU88, or any adhesive that has been tested and recommended for use with Evopave/Versatile, must be used.
5. For fully adhered **outdoor** installations, a one-part solvent based polyurethane or two-part polyurethane adhesive, such as Innovative Equine Systems’ PU88, or any adhesive that has been tested and recommended for use with Evopave/Versatile, must be used. NOTE: We do not recommend that the 5/8” or 7/8” thick Evopave/Versatile paver be loose laid. Adhesive is recommended to prevent movement due to extreme temperature differences. Allow sufficient time for adhesive to cure properly prior to allowing foot traffic onto Evopave/Versatile surfacing.
6. Only 1-3/4” thick Evopave or Versatile may be installed in a loose lay format. Loose lay applications done indoors are based on the installer’s recommendations and the end user’s requirements. Again, all Evopave/Versatile surfacing must be laid out to “relax” prior to installation.
7. Evopave/Versatile can be field cut by utilizing a razor (or Stanley) knife and a straight edge, or a band saw. Use caution whenever using razor knives or similar cutting devices to prevent accidental injuries.

8. Reducing strips, edge guards and corner strips manufactured from metal, vinyl or rubber may be used by the installer at his discretion.
9. Lines may be painted directly onto Evopave/Versatile using a 2-component non-yellow aliphatic polyurethane line paint.
10. To achieve tight seams, you may opt to dress the finished Evopave/Versatile surface after installation with a fine silica sand and broom the sand into the seams. Once completed, remove any excess sand by vacuuming or washing.
11. When the Evopave/Versatile surfacing is installed and embedded into the adhesive, it is recommended that the entire surface be rolled using a 100 lb. hand-held flooring roller. This is done to embed Evopave/Versatile into the adhesive and eliminate any entrapped air. This must be done simultaneously as the Evopave/Versatile is being installed. Weights such as sand bags must be placed on edges, seams, corners, and ends until such time the adhesive has set. It may be necessary to roll the installed Evopave/Versatile repeatedly for up to 2 hours but should not stop until the adhesive has set. Rolling the Evopave/Versatile surface ensures a proper bond to the sub-surface.
12. Care should be taken when embedding Evopave/Versatile into the adhesive. Do not drag the Evopave/Versatile across the adhesive, thereby possibly contaminating the adjacent paver or tile.
13. Allow the adhesive to cure for a minimum of 12 hours before using the Evopave/Versatile surface.
14. Refer to *Maintenance Procedures* for cleaning and finishing options before handing over work to the customer.
15. Use Xylene to clean up any PU88 adhesive spills.

### ***NOTES TO INSTALLER***

If there is any doubt about the suitability and condition of the subfloor or compacted base on which the rubber product is being installed, DO NOT start installation. Please contact us for clarification before commencing work. WE ARE NOT RESPONSIBLE FOR ANY INSTALLATION OR RE-INSTALLATION COSTS IF DEFECTIVE/INCORRECT PRODUCT, IMPROPER INSTALLATION OR PROBLEMS WITH UNDERLAYMENT PREPARATION WAS NOT IDENTIFIED PRIOR TO INSTALLATION.

1. Inspect product for defects or color variations.
2. Make sure the underlayment (if any) is clean, dry and conforms to installation instructions for appropriate product being installed.
3. Climatize all products, including adhesive and/or application materials at least 24 hours prior to installation. Depalletize rubber into smaller piles so that rubber can relax. Move materials into the installation area that has the same relative temperature and humidity.
4. Do not walk on flooring when adhesive is wet. Allow adhesive to set overnight before walking on floor.
5. Weight the seams of the rubber flooring with a 100-lb. roller for 2 hours or until adhesive has set.

6. Protect the floor from other trades during installation.
7. Follow installation instructions and spread rates for adhesive.

This notice is not meant to replace installation instructions, available on our website at [www.equinesystems.com/evopave\\_specs.html](http://www.equinesystems.com/evopave_specs.html). If you have any questions, please contact Innovative Equine Systems.