Peacemaker®

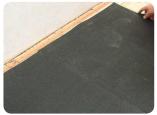
Sound Control Material

Typical Floor Installation Instructions



Concrete Floor Prep:

New concrete must be allowed to cure thoroughly prior to installation (45 to 60 days). If sealants are used, DO NOT use one with a petroleum base. Old concrete must be repaired and have joint sealants and fillers installed as necessary. All cracks or flaws should be filled in or repaired prior to covering with Peacemaker. Use patching materials as appropriate. The concrete surface must be thoroughly cleaned of dirt, dust, grease, or other foreign matter and allowed to dry completely before beginning installation.



Wood Base Prep:

Wood surfaces should be free of dirt, dust, grease or other foreign matter and be completely dry prior to installation. Trapped moisture may rot the wood. Nails or other protrusions should be hammered flush, holes, repairs, and surface variances repaired within the 1/16" acceptable variance level.



Instructions:

1. Measure the length and width of the floor to determine the square footage of Peacemaker that is needed.



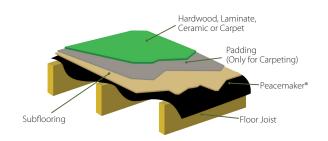
- 2. Begin unrolling Peacemaker across the joist, starting in a corner of the room. Keep in mind that the fewer cuts you make the more effectively Peacemaker will block sound.
- 3. Fasten Peacemaker to the floor joists every two feet, making sure the material is lying flat and aligned parallel to the wall. This can be done using staples, button caps or screws.



- 4. Align seams to fit tightly next to each other. As you install each strip of Peacemaker, align the seams then tape them in a double staggered layer of foil or vinyl seam tape.
- 5. Repeat process for each roll.
- 6. After all layers of Peacemaker are installed, apply acoustical caulk at all edges where Peacemaker meets the wall.

New Floor Construction:

In typical new floor construction, Peacemaker® is placed between the flooring joists and the subflooring.



Retrofit Construction:

In retrofit construction, Peacemaker® is placed between two layers of subflooring.

