

PHS SPLIT RELEASE TAPE

PHS Split Release Tape is used indoors for the airtightness bonding and sealing of the window reveals, exit door reveals and floor to wall junction. It is moisture-resistant polyacrylate adhesive of extremely high tack and permanent adhesion as well as outstanding ageing resistance. Surfaces must be stable, dry, free of grease and dust, and must not contain adhesive-repellent coatings. MDF and masonry surface require a primer coating for best results (PHS Primer). The installer should firstly apply a sample of the tape and test adhesion.



Fitting Instructions



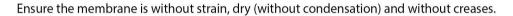
Interior





- Remove any window protective foil and wipe the frame with a solvent, to remove any
 undesireable surface residues.
- 2. Measure the required length of tape. (see fig 1.0)
- 3. The 15mm release liner strip is removed and the tape is applied to the window frame. (see fig 2.0)
- 4. Remove the remaining release liner and apply the remaining tape to the reveal. (see fig 3.0)
- 5. Ensure there is sufficient stress relief on the tape, this prevents pulling of the tape and possible damage.
- 6. For the best adhesion, apply sufficient pressure by rolling the tape. (see 5.0)

Tape to Membrane:



Tape to Timber:

The timber should be smooth, dry and dust free. If in doubt apply a coat of primer to the timber, let dry and test the tape adhesion before proceeding.

Tape to Masonry:

The masonry must be smooth, dry and dust free. The masonry surface must first be prepared by apply a coat of PHS Primer, let the primer dry and test the tape adhesion before proceeding with full tape application.







Other Products (Used in Application)



PHS Primer

Designed to prepare rough and sandy application surfaces for airtightness tape adhesion.



PHS Membrane

- PHS Apollo
- PHS Sd Variable
- PHS Scrim Reinforced

PHS Ottello

This is a strong adhesive sealant used to make an airtight bond between the membrane and substrate.



Accessories

- PHS Sharp Knife
- PHS Roller, this insures an airtight adhesion.