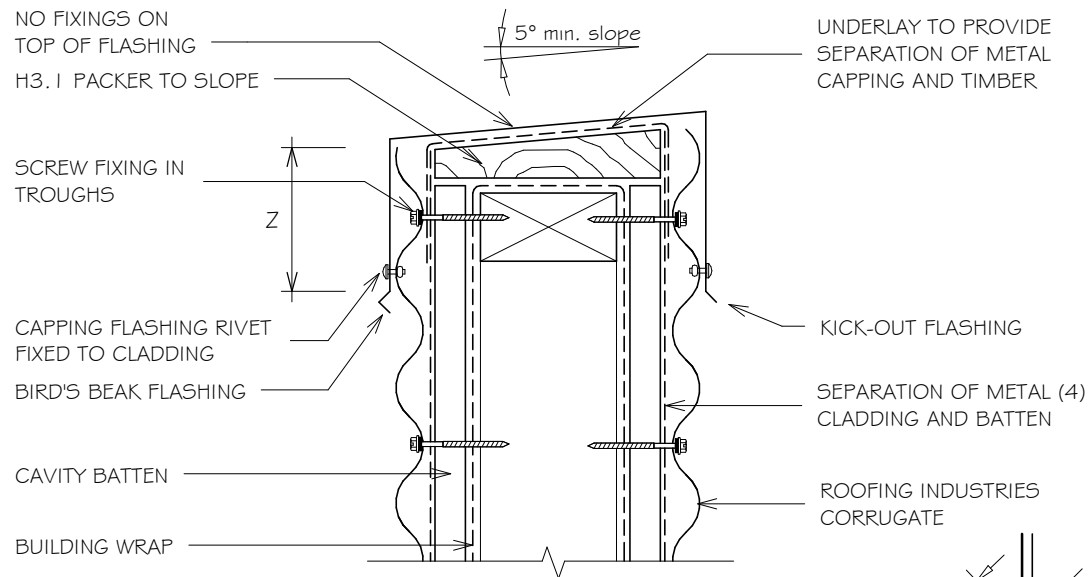


# RESIDENTIAL CORRUGATE WALL CLADDING BALUSTRADE FOR HORIZONTAL CLADDING

Detail Number: RI-RCW03 | A

Date drawn: 02/02/2017

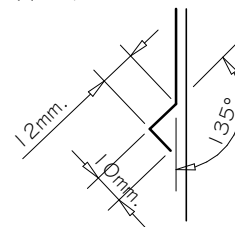
Scale: 1 : 5 @ A4



SITE WIND ZONE	MINIMUM (mm)
(As per NZ53604)	Z
SITUATION 1 <sup>(1)</sup>	75 or 2 <sup>(3)</sup> corrugations min
SITUATION 2 <sup>(2)</sup>	100 or 2 <sup>(3)</sup> corrugations min

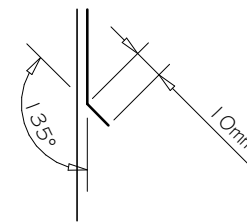
NOTES:

- SITUATION 1: IN LOW, MEDIUM OR HIGH WIND ZONES.
- SITUATION 2: FOR ALL ROOF PITCHES IN VERY HIGH & EXTRA HIGH WIND ZONES.
- EXCLUDES DRIP EDGE.
- CAVITY BATTENS CONTAINING CORROSIVE MATERIAL MUST BE SEPARATED FROM METAL CLADDING BY DPC, BUILDING WRAP, PVC OR PAINTING.



Bird's beak dimensions may vary between manufacturing locations

BIRD'S BEAK at bottom edge of vertical flashing



KICK-OUT at bottom edge of vertical flashing

NOTES:

- These details are generally in compliance with E2/AS1 and/or the NZ Metal Roof & Wall Cladding Code of Practice and in some cases specific details by 'Roofing Industries'.
- The building designer is ultimately responsible to ensure that details used meet the requirements of the NZ Building Code for the specific project.
- Details of the supporting structure including cavity battens are indicative only and are the responsibility of the building designer. For steel framed buildings thermal break cavity battens may be required.
- Underlay selection and building wrap types are the responsibility of the designer. When rigid wall underlay is required it is the designers responsibility to ensure the correct type is used and follow the manufacturers recommendation for installation.
- These details are for Roofing Industries profile/s as nominated and may not be applicable to other profiles.
- This drawing is the copyright of 'Roofing Industries' and can only be copied or reproduced with their permission.
- Further information can be obtained from the NZ Metal Roof & Wall Cladding Code of Practice: [www.metalroofing.org.nz](http://www.metalroofing.org.nz) or E2/AS1.

Copyright detail © 2017

