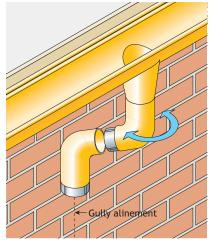
Installation - Flushjoint Rainwater Pipe

Flushjoint rainwater pipes consist of circular, square and rectangular pipes with factory fitted internal spigot joints between pipes and fittings. Pipes are bracket fixed and generally assembled from the eaves downward. Loose-fit pipe clips are used to secure Flushjoint pipes and can be positioned to allow pipe joints to be completely concealed.

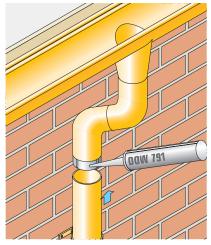
Pipe Alignment



Check alignment of gutter outlet to gully. Where square or rectangular pipes are being installed and offsets are required, alignment between the gutter outlet and gully must be exact.

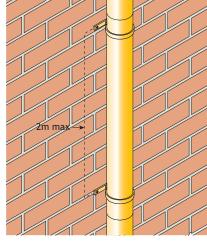
Round pipe systems are more flexible to install as offsets can be adjusted and "swung" into alignment with the gully position.

Outlets and Offsets



Commence installation from the gutter outlet by fitting and adjusting the two part offsets. Check vertical plumb line and assemble internal spigot joints using DOW 791 silicone sealant then fit first pipe clip.

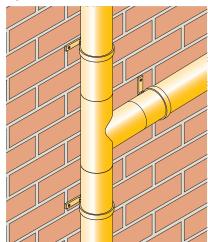
Pipe Clips



Pipe clips support and hold the rainwater pipe to the structure. All three types of pipe clip, Standard, Small Base and Extended Base can be used to conceal the pipe joints.

Fix to wall using No12 x 50mm screws provided. Allow two pipe clips per pipe length (maximum 2m centres) and fix with screws, placing a washer beneath the screw head.

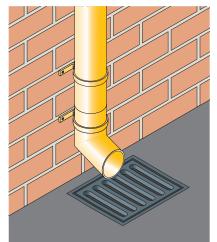
Pipes, Bends and Branches



Continue to assemble the stack taking care not to scratch the pipe coating whilst sliding pipe clips into position.

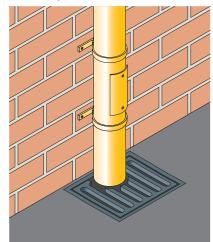
Bends and branches are normally secured between pipe ends. Where additional fixing is required e.g a change of direction at a bend, use additional pipe clips.

Shoes



At ground level if the rainwater pipe does not connect directly to the gully, pipes can terminate with a shoe fitting for free discharge over the gully.

Access Pipes



Where rainwater pipes directly connect to the gully it is recommended that an access pipe is fitted no more than 750mm above ground level.