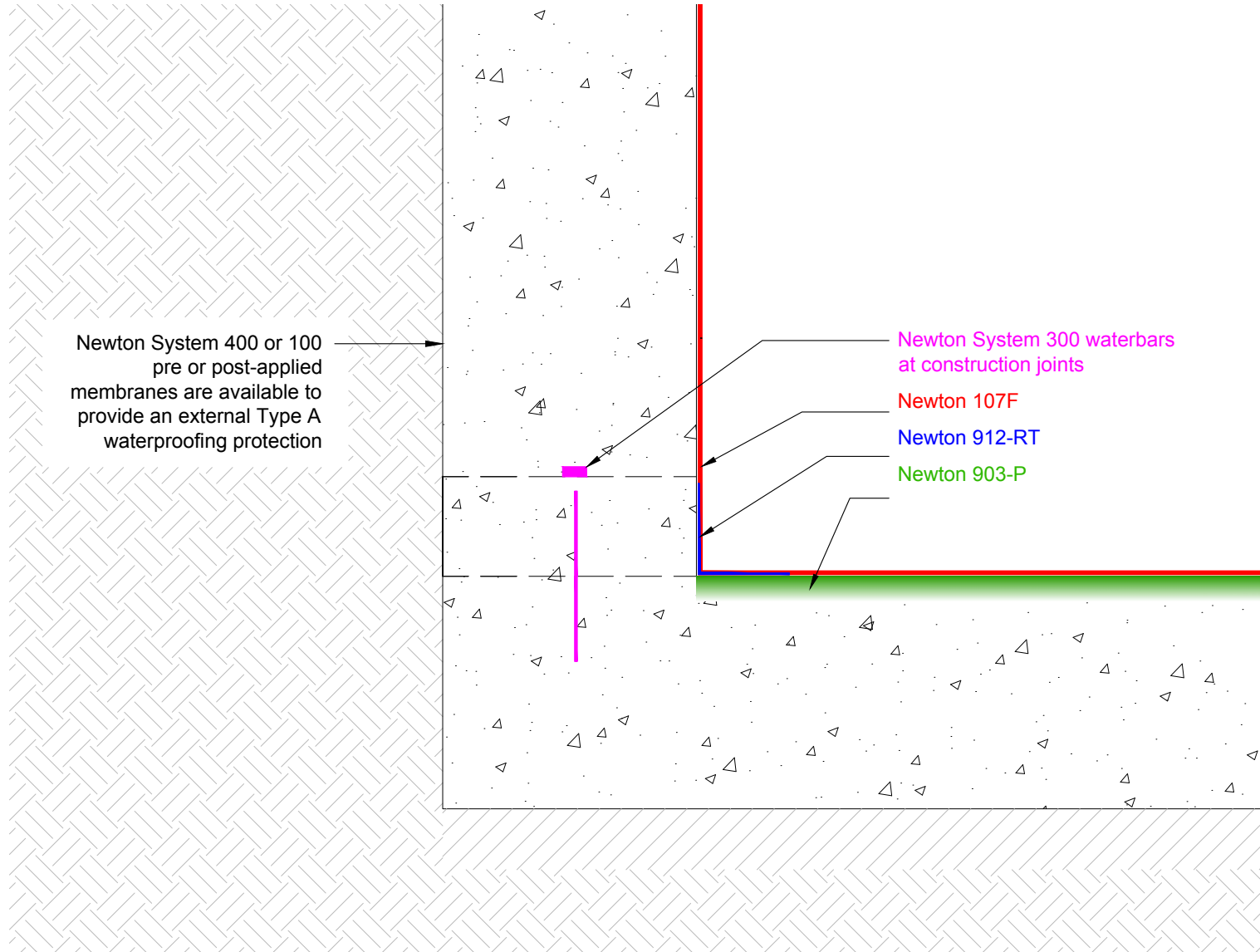


Section

DO NOT SCALE

Notes



This detail shows a waterproofing solution to a RC concrete structure.

This detail assumes that the structure is in good condition - constructed to BS EN 1992 (Eurocode 2), and that the structure as a whole is of sufficient mass and quality to resist heads of water pressure as required by BS8102.

All construction joints (day joints, shrinkage joints, movement joints etc) should be waterproofed with Newton System 300 waterbars to limit water ingress through joints in the structure.

Newton 903-P is a modified styrene/acrylic copolymer primer.

Newton 107F is a highly flexible cement based waterproofing slurry.

Newton 912-RT is a reinforcement tape made from non-woven polyester. Newton 912-RT is bedded into the first coat of Newton 107F.

Please note, this detail will only accommodate minor movement between wall and raft.

If a vapour barrier is required please refer to the Newton Technical Department.

To access further details and relevant technical information please call our Technical Team on 01732 360095 or refer to our [website](#).

Newton HydroSeal System

Waterproofing of RC Structure - Type A - Internal - 107F - 903-P

NOTE: This is a Newton waterproofing detail and copyright remains with John Newton & Co. Ltd. (trading as Newton Waterproofing Systems). Any specification/advice provided is only valid if used with products supplied by John Newton & Co. Ltd. For the design of the structure, please use a professional designer. We recommend that Newtons' waterproofing systems are installed by our NSBC registered contractors who can offer insurance backed guarantees and accept liability for both the design and installation of our systems. Please refer to product data sheets before installation of our products. Newton Waterproofing Systems reserve the right to update drawings and product literature at any time.

Scale	Drawing Reference	Original Reference	Drawing Revision
Not to scale	CW-05		d
Date	Designed by	Drawn by	Checked by
08/08/2018	TC	CER	DGB