

DIVISION 7 - THERMAL AND MOISTURE PROTECTION

Section 07270 - Firestopping

Introduction

Describe in this Section all requirements for firestopping wall penetrations, floor penetrations, ceiling penetrations, and joints. Do not rely on general references in the sealants section. This includes boards, blankets, modules, pillows, tapes, caulks, foams, intumescent, and other similar materials.

Specifically describe on the drawings all requirements for installation of firestopping. Generic notes such as "firestopping as required" are not acceptable. Reliance on the Contractor understanding the building code and "complying at no additional cost" is similarly not acceptable.

This is a section where the Consultant should use a "performance specification". Do not specify proprietary manufacturer's names or materials, and do not restrict vendors to a limited list.

Part 1 - General

- Require that materials manufacturer(s) and installer(s) demonstrate 5 years of successful installations of similar materials.
- Require submittal of complete manufacturer's literature, including UL test results for each material-and-application system required for the project.
- It is desirable to have all trades use the same product.

Part 2 - Products

- Specify each type of firestopping material required in the project.
- Product shall be trowable and paintable.

Part 3 - Execution

- Label all fire rated walls to include above concealed or accessible ceilings and below raised access floors. Minimum 3" red lettering shall say (1 or 2 Hr. Fire Rated). Depending on rating. Labeling to be a maximum 15' from end of walls and a maximum 30' O.C.
- Provide a schedule identifying location and type of firestopping.
- Require installation of sleeves at all wall, floor, and ceiling penetrations.
- Specifically require firestopping materials to be installed in accordance with the manufacturer's recommendations.
- Specifically require that all firestopping be observed as complete prior to being covered by other work.

End of Section 07270