TECHNICAL INFORMATION

1. PRODUCT NAME

SuperTie fiberglass form tie system.

2. MANUFACTURER

RJD Industries, LLC 75 Aero Camino, Ste. C Goleta, CA 93117 Toll Free: (800) 344-4753 Fax: (949) 582-0995

Email: Info@rjdindustries.com

www.rjdindustries.com

3. PRIMARY APPLICATION

The SuperTie fiberglass form tie system, is used to secure concrete formwork during concrete placement and initial hydration, without the inherent limitations of previously popular steel form tie systems. The SuperTie system eliminates the possibility of rust stains and deterioration of the structure that are often caused by failure of patching for steel form tie holes.

4. FEATURES / BENEFITS

Superior Finishes - Superior architectural finishes, without patches or rust.

No Corrosion - The fiberglass form tie material cannot rust, eliminating the need to have a breakback, and subsequent plugging and patching to forestall rust.

Watertight - Certified testing and actual experience show the cast-in-place form tie material to be watertight to up to 480° H₂O (208 psig).

Natural Insulator - The form tie material is electromagnetically transparent, is an electrical insulator, will not promulgate radio frequency energy, and shields nuclear energy.

5. **INSTALLATION**

Full installation instructions are contained in available product literature. No special skill is required.

6. AVAILABILITY & COST

The SuperTie fiberglass formtie system is readily available throughout the world through a network of qualified, quality distributors of concrete-construction accessories.

All raw materials are products of and all components are manufactured in the United States of America.

7. TECHNICAL SERVICES

Full technical services are available from SuperTie distributors, a network of factory representatives, and directly from the manufacturer.

8. MAINTENANCE

SuperTie hardware requires periodic maintenance, which is described in product literature.

9. GUARANTY

A standard mercantile guaranty is offered, terms of which are in product literature.

