

# NobleSealant 150

## Waterproofing Sealant and Seamer

- Synthetic co-polymer rubber - high solids
- Excellent resistance to ozone, sunlight and weathering
- Unaffected by exposure to water after cured
- Adheres to wood, metal, concrete, glass, plastic & rubber
- Broad temperature use range (-65°F to 122°F)
- Three-year shelf life at room temperature if unopened
- **Applications:**
  - seam membrane sheets together
  - seal penetrations of the membrane
  - provide a seal between the waterproof membrane and clamping ring drain
  - as a concealed terminal edge and flashing sealant
  - adhere preformed corners to the waterproofing membrane, studs, etc.
  - spot bond sheet to vertical or horizontal surfaces



### Characteristics

<b>Elastomer Base:</b>	Thermoplastic Elastomer
<b>Color:</b>	Light Blue
<b>Contents:</b>	10.3 Fluid Ounces
<b>Spread Rates:</b>	40 l.f. with 3/16" bead

### Note:

Surface must be clean, dry and free of dust, oil and grease. Use a heavy-duty commercial caulking gun.

**CAUTION:** Contains propylacetate. Store below 85°F. Avoid prolonged contact with skin or inhalation of vapors. Use with adequate ventilation.

**Penetrations:** Patch penetration with a piece of membrane approximately 2" larger on all sides than the penetration. Seal patch over penetration with a 3/16" bead of NobleSealant 150. Use enough NobleSealant 150 to insure water-tightness.

**Curing:** Times for curing can vary from 30 minutes to 24 hours depending on a variety of conditions (e.g. temperature, humidity, air flow, etc.). Allowing seams to cure overnight is recommended.

MSDS Sheet available online at [www.brontecollection.ca](http://www.brontecollection.ca)

### Sheet Membrane Seaming/Joining



#### Seaming:

1. Overlap sheets approximately 2".  
(Note: Polyester fabric does not need to be removed.)
2. Apply a 3/16" bead of NobleSealant 150.  
(Note: Beads must be parallel and continuous without voids or skips.)
3. To seal, press overlapped sheets together and use a trowel or hand roller to flatten bead.