

TECHNICAL DATA SHEET

THERMOBOND 100 FLASHING

Homogenous Thermobond 100 Flashing for making 3-dimensional details like site build corners or irregulars shaped details during roof installations. Can also be used for trouble-shooting and repairs. Thermobond 100 Flashing is spliced with hot air.



Reinforcement:	None
Thickness:	2 mm
Colour:	Black
Shelflife:	Store cool and dry in the original packaging. There are no limitations in shelf life.



Width (m)	Thickness (mm)	Length (m)	Weight (kg/roll)	Max roll/pallet
150	2.0	10	4.3	24x8
300	2.0	10	8.7	24x4
450	2.0	10	13.0	24x2
600	2.0	10	17.3	24x2

Availability depending on country. Please contact your local supplier for more information.

Directions for use

Thermobond seaming technique is unique and patented by SealEco. Thermobond is based on a thermoplastic rubber that can be seamed with conventional seaming methods for plastic material like hot air or hot wedge seaming. The Thermobond material is the base for a full range of accessories that gives good system solutions combining the unique properties of an elastomeric membrane with the seaming properties of the thermoplastics.

Thermobond 100 Flashing is used for making 3D details with hot air and should be fully spliced to the substrate. In case of stresses Thermobond 100 Flashing can not be used, change to Thermobond splice strip. Thermobond can be welded to all SealEco EPDM membranes. Installations with Thermobond splicing are only authorised for fully trained installers. Consult the instruction manual before use.

Splicing conditions

Thermobond 100 Splicing can only be done on SealEco EPDM membranes. The EPDM membrane has to be clean and dry. Oxidized surfaces have to be grinded and cleaned with Cleaning Wash 9700. Splicing is possible between -15°C and 40°C. Splicing is not allowed during precipitation.

Note

Please read the MSDS before use.

Disclaimer

Information contained in this data sheet is up-to-date and correct as at the time of issue. For latest version please always check www.sealeco.com