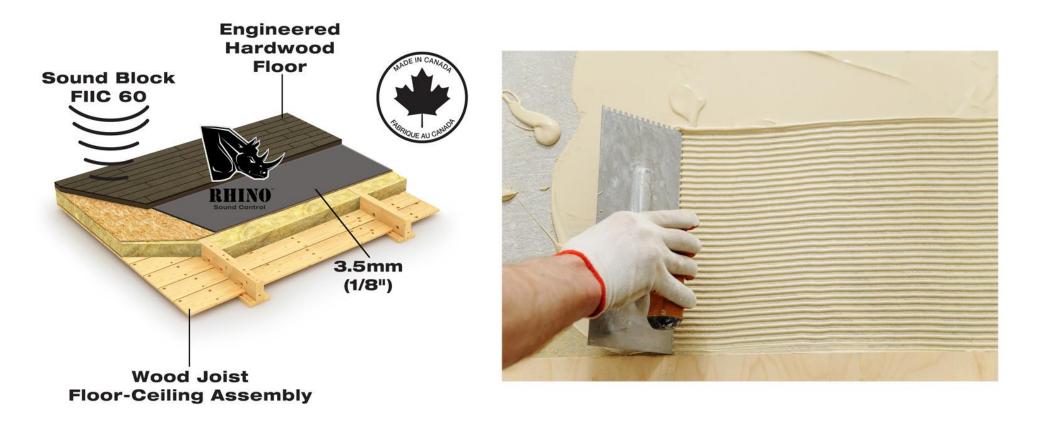


RHINO FIIC 60

Approved assembly of solid hardwood floor with plywood

THIS INSTALLATION WILL CREATE A FLOATING HARDWOOD FLOOR ON PLYWOOD ASSEMBLY OVER RHINO SOUND CONTROL

- 1. Make sure subfloor is clean, dry, and flat. If some areas require fill patching or leveling use a self-leveling underlayment.
- 2. Must check subfloor for excessive moisture. If a moisture barrier is needed use a suitable vapor barrier or moisture sealer.
- 3. Loose lay RHINO Sound Control on subfloor, do not glue.
- 4. Make sure RHINO Sound Control covers the perimeter of the entire subfloor and around any protrusions.
- 5. Always install black side down.
- 6. The RHINO Sound Control seams must be placed tightly together and taped with duct tape.
- 7. Loose lay the first layer of plywood (3/4") on RHINO Sound Control.
- 8. Install second layer of plywood (1/2") on top of the first layer of plywood. The top layer of plywood must be perpendicular to the bottom layer, joints gapped and offset, top sheet glued (full coverage, non water based adhesive) to bottom sheet. The top layer fastened with 1" #8 flat head wood screws every 12" with no penetration into the RHINO Sound Control.
- 9. Nail down hardwood floor on the plywood without penetrating the RHINO Sound Control.



WARRANTY

- RHINO Sound Control acoustical membranes are warranted to retain their essential firmness, resilience, and porosity through the useful life of the floor covering under which they are installed.
- This warranty only applies to RHINO Sound Control approved indoor installations.
- In the event of a confirmed product failure due to defective manufacturing, the company will replace, without charge, the defective portion of the underlayment with a new equivalent product.
- This warranty is valid only when the product is used in accordance with our instructions and for its intended purpose and does not cover defects or failures due to inappropriate use or abuse.
- RHINO Sound Control does warrant its product from the passage or transfer of all airborne and impact sounds.