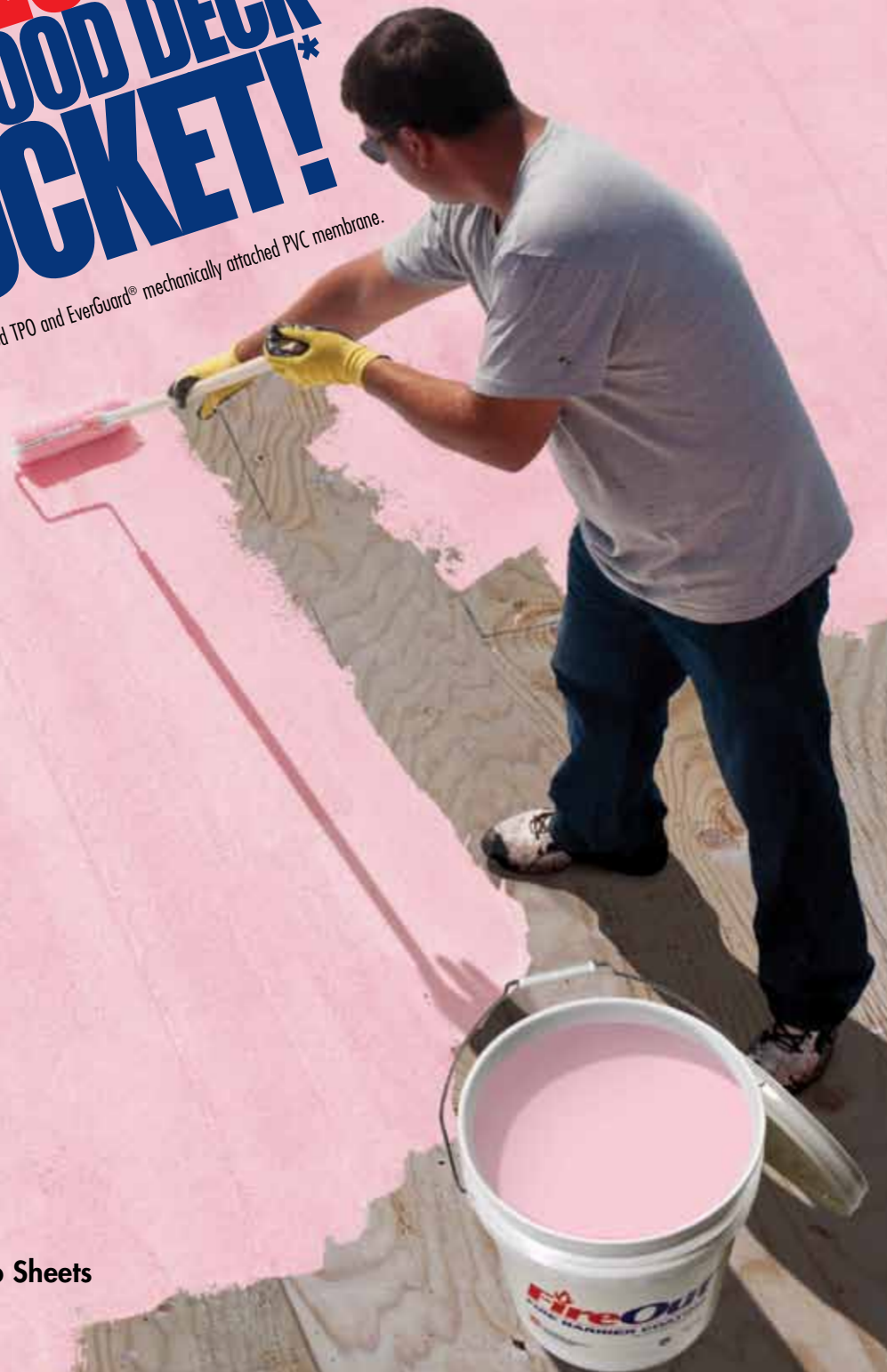




# GET UL CLASS A FIRE PROTECTION FOR YOUR WOOD DECK IN A BUCKET!\*

\* When used with EverGuard® mechanically attached TPO and EverGuard® mechanically attached PVC membrane.



- Better, Cheaper, Faster & Safer
- Eliminate Costly Re-cover Boards
- No Need For Time-Consuming Slip Sheets

# ELIMINATE COSTLY RE-COVER BOARDS AND SLIP SHEETS WITH FIREOUT™ FIRE BARRIER COATING!

FireOut™ Fire Barrier Coating is a low VOC, water-based coating system that provides outstanding flame spread and penetration protection to combustible roof decks in the event of fire.



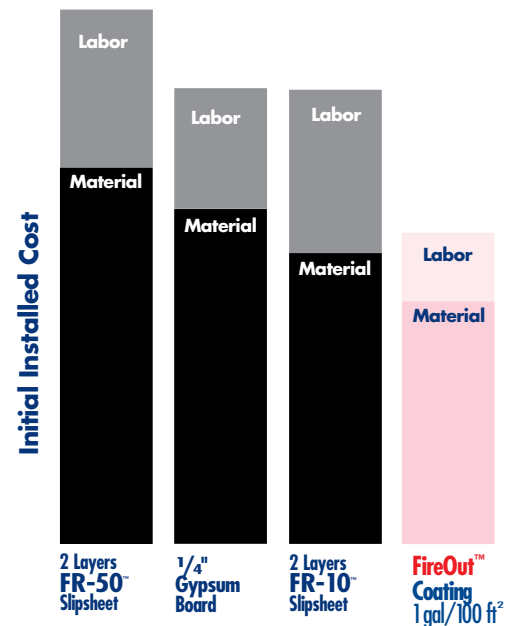
## MAJOR BREAKTHROUGH IN FIRE PREVENTION TECHNOLOGY!

- **Provides UL Class A Performance\*...**  
in mechanically attached TPO and mechanically attached PVC systems.
- **Self Extinguishing...**  
Active coating expands in the presence of heat or flame to form a protecting, self-extinguishing layer
- **Fast Installation...**  
Simple, one-step application installs in less than half the time of a gypsum board or slip sheet application
- **Low Cost...**  
Versus gypsum boards or multiple layers of slip sheets
- **Safer Installation...**  
Less material on the roof; no loose edges
- **Keeps the Roof Drier...**  
Seamless, breathable coating will not trap water if it rains before roof membrane installation
- **Easy Application...**  
Choose from spray, roller, or squeegee for maximum versatility
- **Stays Flat...**  
Fully bonded to the substrate; can't wrinkle, curl, or lift
- **Lightweight...**  
Less than 10% of the weight of re-cover board

### Specifications (nom.)

Application rate: 1.0 gal/100 ft<sup>2</sup> min.  
Permeance: 7.8 perms  
Color (wet/dry): pink/brick red  
Unit sizes: 5 gal (11.9L)  
and 55 gal (208L)

Florida Building Code approved  
Miami-Dade County approved



\*Refer to the current UL Roofing Material and Systems Directory for specific listings.  
Note: FR-10 and FR-50 are trademarks of Atlas Roofing Corporation.



Quality You Can Trust...From  
North America's Largest Roofing Manufacturer!™