

## Flashing Transition - Shelf Angle with Termination Bar - F3.1

### SS ThruWall Flashing

When possible, apply a thick bead of **FastFlash** or **Joint & Seam Filler** to the back of the shelf angle before attaching it to the structure while still wet. Apply a bead to joints between each section of the shelf angle. Tool and seal the joints.

Apply a thick bead of **FastFlash** or **Joint & Seam Filler** to the joint between the shelf angle and the structural wall. Use a dry trowel or spatula to tool and seal the joint. Create a profile that directs bulk water away from the joint. Allow product to skin over.

Use **FastFlash** or **Joint & Seam Filler** to spot and cover the anchor bolts that attach the shelf angle to the structure. Allow product to skin over.

Place drip edge metal on the horizontal lenti/shelf angle. Secure the drip edge to the lenti/shelf angle by wet-setting the edge metal into wet **FastFlash** placed on the horizontal ledge of lenti/shelf angle.

Install **SS ThruWall** flashing.

Apply a bead of **FastFlash** or **Joint & Seam Filler** along the top of the up leg of the **SS ThruWall** flashing. Wet-set the termination bar.

Mechanically fasten the termination bar.

Trade sequencing may make wet-setting impractical, and it is not required.

Apply a bead of **FastFlash** or **Joint & Seam Filler** to the top edge of the termination bar. Use a dry trowel or spatula to tool and seal the joint. Create a profile that directs bulk water away from the joint. Allow product to skin over.

To transition from the air- and water-resistive barrier to the **SS ThruWall** flashing, apply a bead of **FastFlash** immediately above and below the top edge of the termination bar. Use a dry joint knife or trowel to spread the wet product to create a seamless counter-flashing membrane which directs bulk water from the air- and water-resistive barrier to the **SS ThruWall** flashing. Apply additional **FastFlash** as needed to create an opaque, monolithic flashing membrane free of voids or pinholes.

