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GAMECOURT® OVER POUR System Division 9 – Indoor Resilient Athletic Surfacing

PART 1 – GENERAL

1.1 *SECTION INCLUDES*

- A. Supply and installation of the GAMECOURT® OVERPOUR indoor resilient multipurpose athletic surfacing.
- B. Application of the game lines.

1.2 *SUBMITTALS*

- A. Product Data:
 - 1. Submit one (1) set of GAMECOURT® “OverPour System Guide Specifications”.
 - 2. Submit one (1) top coat color options chart and one (1) game line paint color options chart.
- B. Closeout Submittals:
 - 1. Submit one (1) copy of the GAMECOURT® maintenance instructions.
 - 2. Submit one (1) copy of the GAMECOURT® material and installation warranties as specified.

1.3 *QUALITY ASSURANCE*

- A. Qualifications/Certifications
 - 1. The indoor resilient multipurpose athletic surfacing shall be manufactured in an ISO 9001 certified plant.
 - 2. The indoor resilient multipurpose athletic surfacing shall be manufactured in an ISO 14001 certified plant.
 - 3. The indoor resilient multipurpose athletic surfacing supplier shall be an established firm experienced in the field and appointed as a distributor by the manufacturer of the indoor resilient multipurpose athletic surfacing.
 - 4. The complete installation of the flooring system shall be carried out by an experienced & certified flooring contractor approved by the supplier and the work shall be performed in accordance with the supplier’s installation instructions.

1.4 *DELIVERY, STORAGE AND HANDLING*

- A. Delivery:
 - 1. GAMECOURT® OVERPOUR shall not be delivered until all related work is in place and finished and/or proper storage facilities and conditions can be provided and guaranteed stable according to Moose Sport’s Surfaces, Ltd. recommendations.
- B. Storage:
 - 1. Store the material in a secure, clean and dry location maintaining a minimum of 55° F and under 50% relative humidity. Ideal installation and storage conditions are the same as those which prevail when building is occupied. Store buckets upright and rolls on their side.

1.5 *PROJECT / SITE CONDITIONS*

- A. It is the responsibility of the general contractor/construction manager to maintain clean, secure, weather tight project site conditions acceptable for the installation of the GAMECOURT® OVERPOUR.
- B. Floor contractor shall prep the existing synthetic floor. All labor and/or materials required to prep the existing synthetic floor to properly accept the new system shall be the responsibility of the floor contractor. Proposed floor preparation procedures shall be submitted to the owner and manufacturer of resilient flooring materials for approval.
- C. Any loose or damaged existing athletic flooring shall be replaced/repared with similar materials.
- D. Permanent light and electrical power shall be installed and operating prior to the installation.
- E. HVAC shall be installed and operating two weeks prior to installation, during and after installation. The temperature must be between 65-70° F., maximum humidity at 70% (50% is preferable).
- F. GAMECOURT® OVERPOUR shall not be installed until all masonry, painting, plaster, tile, marble and terrazzo work is completed, and overhead mechanical trades and painters have finished in the GAMECOURT® OVERPOUR floor areas. All sub-contract work which would cause damage, dirt, dust or interruption of normal installation will be completed prior to the installation of GAMECOURT® OVERPOUR. Suspension of other trades' work may be authorized providing their work will not interfere with the installation or damage the newly installed flooring.
- G. The installation area shall be closed to all traffic and activity for a period to be set by the flooring contractor.
- H. Sub floors shall be clean, dry, and free from dirt, dust, oil, grease, paint, alkali, concrete curing agents, hardening and parting compounds, old adhesive residue or other foreign materials.

1.6 *WARRANTY*

- A. Moose Sports Surfaces, Ltd. (Moose) hereby warrants its GAMECOURT® OVERPOUR materials to be made to manufacturer's specifications and to be free from defects for a period of five (5) years commencing on the date of substantial completion. This warranty shall be given in lieu of all other warranties or guarantees, expressed or implied, including, but not limited to any warranty of merchantability or fitness for a particular purpose, and/or any other obligation on the part of Moose. The liability of Moose shall be limited to repair or replacement of materials supplied by Moose and proven to be defective in manufacture. It shall not include any other damages either direct or consequential.
- B. Warranty excludes damage caused in whole or in part by normal wear and tear, abuse, faulty construction of the building including settlement, lack of a moisture barrier for on grade or below grade construction, the failure of associated trades to adhere to specifications, separation of the concrete slab, any movement of the sub-base, moving/expansion/contraction of construction joints, saw joints, expansion joints, and other saw cuts, excessive dryness or moisture from humidity, spillage, migrations through the slab or wall, or any other source. Additionally, the warranty shall not cover accidental damage.

1.7 *LEED™ CREDIT CONTRIBUTIONS*

- A. GAMECOURT® OVERPOUR can contribute to four of the nine specific LEED® rating systems as outlined below.
 - 1. MR Credit 3 – Construction Waste Management (1-2 points)
 - 2. MR Credit 5 – Regional Materials (1-2 points)
 - 3. IEQ Credit 4 – Low emitting Materials (1-2 points)
 - 4. ID Credit 1 – Innovation in Design (1-2 points)

PART 2 – PRODUCTS

2.1 *SUPPLIER*

- A. The basis of the design for the indoor resilient multipurpose athletic surfacing is Moose Sports Surfaces Ltd., GAMECOURT® OVERPOUR. All other installation accessories and related components must be either made or approved by the indoor resilient multipurpose athletic surfacing supplier. Other products may be approved as equal if deemed qualified and submitted in accordance with the General Conditions.

2.2 MATERIALS

- A. Wear Coat – two-component, pigmented, self-leveling polyurethane and seamless (GAMECOURT® Wear Coat) and VOC shall not be greater than 15.6 g/L.
 - 1. Total wear thickness – 2.00MM throughout the floor.
 - 2. Pigmented color: gray (standard).
- B. Water-Based Top Coat (matte finish) – 1.5MM, 2MM, OR 3MM two-component polyurethane and VOC shall not be greater than 15.6 g/L. Select from standard colors (GAMECOURT® Water-Based Top Coat).
- C. Game Line Paint – two-component polyurethane and VOC shall not be greater than 15.6 g/L. Select from standard colors (GAMECOURT® Line Paint).
- D. Optional Base (specify or delete) – Vinyl wall base; 4" high; select from standard colors.
- E. Technical Information;

1. Impact Resistance at 10° C. (DIN 18032/2 min. of 8 Nm)	> 10 Nm
2. Standard Vertical Deformation (DIN 18032/2 max. 3.5mm – cat. 1; max. 3.0mm – cat. 2)	0.99-2.50mm
3. Rolling Load (DIN 18032/2 1000 N)	1000 N
4. Remaining Indentation/Residual Impression (DIN 18032/2 max. 0.5mm)	0.21 - 0.37 mm
5. Ball Rebound (DIN 18032/2 min. 90%)	99%
6. Sliding Coefficient of Friction (DIN 18032/2 min. 0.4 – max. 0.6)	0.42 - 0.55
7. Area Deflection (DIN 18032/2 – max value 0%)	0%
8. Inflammability of Top Layer (DIN 51960)	Class I / Not flammable
9. <u>Top Wear Layer Properties:</u> Tensile Strength (DIN 53504) Elongation at Break (DIN 53504) Shore A Hardness	12.0 N/mm2 150% 80 Shore A
10. Resistance to Rolling Load (EN 1569) 1500 N (no deviation > or = 0.5mm under a 300mm straight-edge; no visible damages.	> or = 1500 N; no deviation > or = 0.5mm under a 300 mm straight-edge; no visible damages.
11. Vertical Ball Behavior (EN 12235) > or = 90%	99%
12. Friction / Sliding Properties (EN 13036-4) 80-110	81

PART 3 - EXECUTION

3.1 EXAMINATION

- A. It is the responsibility of the general contractor/construction manager to ensure the project/site conditions are acceptable for the installation of GAMECOURT® OVERPOUR per Section 1.5 – PROJECT/SITE CONDITIONS of this specification.
- B. Inspect existing floor for loose or damaged areas. Make necessary repairs by cutting out and filling with leveling compound. Sand down any ridges in the cured leveling compound with 80 grit sandpaper.
- C. Prep existing floor by machine sanding to remove old top coat and expose raw resin. Clean, vacuum and tack floor per approved procedures. Prime existing synthetic floor with specified primer if necessary.
- D. Floor contractor to report any discrepancies per Section 1.5 - PROJECT/SITE CONDITIONS to general contractor/construction manager prior to commencement of installation.

3.2 *PREPARATION*

- A. Thoroughly sweep the concrete slab so as to remove all dirt and dust. If a sweeping compound is used, it must be a sweeping compound that does not contain oil or other items that may inhibit the adhesive bond.
- B. If necessary or specified, sand the entire surface of the concrete slab.
- C. Lightly tack the floor to remove all dirt and dust.
- D. Adhere to all MSDS requirements for materials employed in the work. Protect all persons from exposure to hazardous materials.
- E. Concrete slab preparation must be completed per the requirements of athletic flooring material supplier.

3.3 *INSTALLATION*

- A. Primer: if specified or necessary, roller-apply GAMECOURT® Primer to concrete or asphalt (please specify substrate).
- B. Wear Coat:
 - 1) Thoroughly mix two-component GAMECOURT® Wear Coat.
 - 2) Apply mixed material using a notched squeegee or trowel at the approximate rate of 80 SF/unit applied in one 2.0 MM layer. The wear coat must be applied wet-into-wet to create a seamless surface.
 - 3) Allow wear coat to cure approximately 8-12 hours before proceeding to the next application. Sand any imperfections in the finished surface with sandpaper.
 - 4) Do not wipe / tack wear coat with ANY solvent (including acetone). If necessary, wipe with a clean rag dampened with water.
- C. Finish Water-Based Top Coat (Matte Finish):
 - 1. Thoroughly mix two-component polyurethane GAMECOURT® Water-Based Top Coat.
 - 2. Roller apply the mixed top coat material with a high-solvent paint roller at the approximate rate of 950 SF/unit.
 - 3. Allow top coat to cure approximately 8-12 hours before applying game lines.
- D. Game Lines:
 - 1. Use only high quality tape approved by the athletic flooring material supplier.
 - 2. Supplier recommends using standard color line paints because they have been thoroughly tested in the lab and in field applications to meet performance standards.
 - 3. Thoroughly mix two-component GAMECOURT® Line Paint. Line Paint to be applied at the rate recommended by the supplier.
 - 4. Provide game lines as indicated on drawings.
- E. Wall Base (optional) applied per the requirements of the manufacturer.

3.4 *CLEANING*

- A. Remove all excess and waste materials from the area of work. Dispose of empty containers in accordance with federal and local statutes.
 - 1. Refer to GAMECOURT® Care & Maintenance Guide for complete cleaning information.

3.5 *PROTECTION*

- A. Cure Time -- no traffic or trades shall be allowed on the surface for a period of one (1) week following completion to allow for complete and proper cure of the finish.
- B. Cure Time – no heavy items or heavy installation (i.e. – 10 row bleachers or above) for a period of four (4) weeks following completion to allow for complete and proper cure of the wear coat layer.

- C. Other Trades -- it is the responsibility of the general contractor to protect the surface from damage by other trades before acceptance by the owner or the owner's authorized agent.
- D. After synthetic floors are installed and the game lines painted, area to be kept locked by general contractor to allow curing time for system. No other trades or personnel are allowed on floor until accepted by owner.
- E. When subjecting the GAMECOURT® OVERPOUR floor to significant rolling loads or heavy equipment such as scissor lifts, scaffolding, four wheel dollies, etc. and/or point loads that exceed 250 PSI we recommend the following;
 - 1. Provide a protective cover to prevent marring of the top coat finish. This may be accomplished with 6 mill poly, kraft paper, red rosin paper or standard protective gym covers.
 - 2. Provide a double layer of 5/8" (minimum) thick plywood or masonite where equipment will travel across the floor system. Plywood may be "walked" across floor as equipment is moved to minimize number of sheets required. The upper and lower layers of the plywood must be staggered to eliminate end joints from aligning thereby reducing point loads to the system.