

Typical Specifications For Pipe Penetration Seals

1. Wall Penetrations

- A. Wall/floor penetration seals shall be used to continuously fill the annular space between pipe and wall/floor. Wall/floor penetration seals, once expanded, shall provide a seal between the pipe and wall/floor opening.
- B. Where walls or floors have pipe penetrations that are continuously wet on one or both sides, the use of wall sleeves with water stops shall be employed along with the wall/floor penetration seal to achieve a watertight seal between pipe and wall/floor opening.
- C. The wall/floor opening size and/or type shall be selected according to recommendations found in seal penetration manufacturer's representative catalog. The wall/floor opening refers to a steel or plastic sleeve, core-drilled hole or cast-formed hole.

2. Penetration Seal Rubber Links

- A. The wall/floor penetration seal shall be made of mechanically interlocked, solid synthetic rubber links. There shall be a sufficient quantity of links about the pipe that once expanded, shall achieve a **20-PSI** hydrostatic seal between pipe and wall/floor opening.
- B. The elastomer element shall be selected to meet the design criteria.
 - 1. For standard applications use an EPDM elastomer. – 40 to 250°F
 - 2. For hydrocarbon applications use a Nitrile elastomer. – 40 to 210°F
 - 3. For higher temperature applications use a Silicone elastomer. -40°F to 400°F.
- C. Penetration seal pressure plates shall be molded of glass reinforced nylon.
- D. Hardware Fasteners shall consist of Bolts and Hex Nuts.
 - 1. Mild steel with zinc plating for standard application.
 - 2. 316 stainless steel for corrosive applications.

Products that meet this specification:

3. Wall Sleeves

A. Cast in place concrete wall sleeves are to be fabricated from galvanized heavy wall welded or seamless carbon steel pipe. All sleeves are to have a 2" wide, full perimeter water stop, welded on both sides. Wall sleeves shall be model "PWS" as manufactured by Proco Products, Inc., Stockton, CA.