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**GAMECOURT® OVER POUR  
System Guide Specifications  
Division 9 – Indoor Resilient Athletic Surfacing  
Revised 04-09-09**

**PART 1 – GENERAL**

**1.1 SECTION INCLUDES**

- A. Supply and installation of the GAMECOURT® OVER POUR synthetic sports resurfacing system.
- B. Application of the game lines.

**1.2 SUBMITTALS**

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

**1.3 QUALITY ASSURANCE**

- A. Qualifications:
  - 1. The GAMECOURT® OVER POUR system shall be manufactured in an ISO 9001 certified plant.
  - 2. The GAMECOURT® OVER POUR system shall be manufactured in an ISO 14001 certified plant.
  - 3. The GAMECOURT® OVER POUR system supplier shall be an established firm experienced in the field and appointed as a distributor by the manufacturer of the synthetic sports resurfacing system.
  - 4. The complete installation of the GAMECOURT® OVER POUR 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.
- B. Certifications:
  - 1. Installer to submit certification attesting that they are an approved installer of the GAMECOURT® OVER POUR system.
  - 2. GAMECOURT® OVER POUR system manufacturer to submit official ISO 9001 certification for the facility in which the GAMECOURT® OVER POUR system is manufactured.
  - 3. GAMECOURT® OVER POUR manufacturer to submit official ISO 14001 certification for the facility in which the GAMECOURT® OVER POUR system is manufactured.

**1.4 DELIVERY, STORAGE AND HANDLING**

- A. Delivery:
  - 1. GAMECOURT® OVER POUR system 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.

#### 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® OVER POUR.
- B. Existing floor is a poured in place polyurethane floor system that is well bonded to the existing substrate and is not reverting (the existing polyurethane is not gummy or returning to its liquid form).
- C. Permanent heat, light and ventilation shall be installed and operating during and after installation.
- D. All sub-contract work which would cause damage, dirt, dust or interruption of normal installation pace will be completed. Suspension of other trades' work may be authorized providing their work will not interfere with the installation or damage the newly installed flooring.
- E. Installation will commence ONLY when the following criteria are met;
  1. The building shall be enclosed and weather tight.
  2. The temperature must be between 65-70° F., maximum humidity at 70% (50% is preferable), and HVAC must be installed and working two weeks prior to installation, during the installation and after installation.
  3. The installation area shall be closed to all traffic and activity for a period to be set by the flooring contractor.
  4. Existing floor 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® OVER POUR materials to be made to manufacturer's specifications and to be free from defects for a period of one year 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, construction joints, saw joints, expansion joints, 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™ CERTIFICATION*

- A. GAMECOURT® OVER POUR should be able to help this facility achieve up to two (2) points towards LEED™ certification.

LEED™ categories positively affected by the synthetic sports resurfacing system.

- |                              |                               |                     |
|------------------------------|-------------------------------|---------------------|
| -Material & Resources        | credit reference MR 2.1 & 2.2 | Points Attainable 1 |
| -Innovation & Design Process | credit reference ID 1.1       | Points Attainable 1 |

## **PART 2 – PRODUCTS**

#### 2.1 *MANUFACTURERS*

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

#### 2.2 *MATERIALS*

- A. All components for GAMECOURT® OVER POUR shall be supplied by Moose Sports Surfaces, Ltd. All polyurethane component materials shall not contain ANY lead, mercury, nor any heavy metals, PCB, or formaldehyde.
- B. Leveling or Patching material (as needed) – two-component self-leveling polyurethane compound (**GAMECOURT®** Scratch Coat).
- C. Primer (if specified or necessary) shall be a one-component polyurethane (**GAMECOURT®** Primer).

- D. GAMECOURT® OVER POUR– 1.5mm-3mm two-component, pigmented, self-leveling polyurethane and seamless (GAMECOURT® WEAR COAT).
- E. Total wear thickness – 1.5MM - 3.00MM throughout the floor as specified.
- F. Pigmented color: gray (standard).
- G. Technical Information (Test reports supplied upon request):

Impact Resistance at 10° C. (DIN 18032/2 min. of 8 Nm)	> 10 Nm
Standard Vertical Deformation (DIN 18032/2 max. 3.5mm – cat. 1; max. 3.0mm – cat. 2)	0.99-2.50mm
Ball Rebound (DIN 18032/2 min. 90%)	99%
Sliding Coefficient of Friction (DIN 18032/2 min. 0.4 – max. 0.6)	0.42 - 0.55
Area Deflection (DIN 18032/2 – max value 0%)	0%
Inflammability of Top Layer (DIN 51960)	Class I / Not flammable
<u>Top Wear Layer Properties:</u>	
Tensile Strength (DIN 53504)	7.0 N/mm2
Elongation at Break (DIN 53504)	150%
Shore A Hardness	80 Shore A
Friction / Sliding Properties (EN 13036-4) 80-110	81

- H. Top Coat (matte finish) – two-component polyurethane. Select from standard colors (GAMECOURT® Top Coat).
- I. Game Line Paint – two-component polyurethane. Select from standard colors (GAMECOURT® Line Paint).
- J. Optional Base (specify or delete) – Vinyl wall base; 4” high; select from standard colors.

### **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® OVER POUR.
- B. Verify the area in which the GAMECOURT® OVER POUR will be installed is dry and weather tight. Verify that permanent heat, light and ventilation is installed and operable.
- C. Verify all other work that could cause damage, dirt, and dust or interrupt the normal pace of GAMECOURT® OVER POUR installation is completed or suspended.
- D. Verify there is a stable room temperature of at least 65° F.
- E. Report any above discrepancies to general contractor/construction manager prior to commencement of installation.

#### **3.2 PREPARATION**

- A. 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.
- B. 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.
- C. Adhere to all MSDS requirements for materials employed in the work. Protect all persons from exposure to hazardous materials.
- D. Comply with requirements of athletic flooring material supplier’s requirements.

### 3.3 *INSTALLATION*

- A. Primer: if specified or necessary, roller-apply GAMECOURT® Primer to concrete or asphalt (please specify substrate) at the approximate rate of .005 kgs/SF.
- B. GAMECOURT® OVER POUR 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 .223 kgs/SF applied in one 2MM layer. The Wear Coat must be applied wet-into-wet to create a seamless surface.
  - 3. Allow Wear Coat to cure 12 hours before proceeding to the next application. Manually sand any imperfections in the finished surface with 150 grit sandpaper.
- C. Finish Top Coat (Matte Finish):
  - 1. Thoroughly mix two-component polyurethane GAMECOURT® Top Coat.
  - 2. Roller application: apply mixed Top Coat material with a high-solvent paint roller at the approximate rate of .018 kgs/SF. Spray application: apply mixed Top Coat material with an airless sprayer at the approximate rate of .026 kgs/SF.
  - 3. Allow Top Coat to cure a minimum of 18 hours before applying game lines.
- D. Game Lines:
  - 1. Use only high quality masking tape approved by manufacturer.
  - 2. Manufacturer recommends using standard color line paints because they have been thoroughly tested in the lab and in field applications to meet performance standards. Standard Line Paint colors include white, black, blue, red, yellow, orange, and green.
  - 3. Thoroughly mix two-component GAMECOURT® Line Paint. Line Paint to be applied at the approximate rate of 160 lineal feet per 2" line per ½ kg unit. Double coat Yellow and White lines.
  - 4. Provide game lines as indicated on drawings.
- E. Wall Base (optional): Install vinyl base anchored to walls with base cement.

### 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.

### 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.