

## Fire-Rated Panels For Wildfire Zones

### WUI "Listed" Sheathing

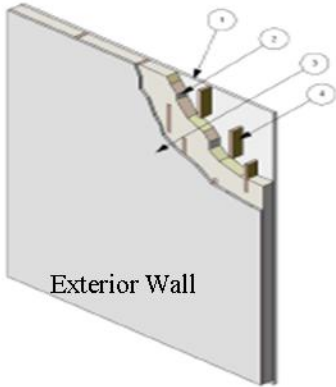
California State Fire Marshall Office Recognized Fire Protection and Shear-Wall in Single Panel

California state fire codes require ignition-resistant products in the exterior wall sheathing, under eaves, and soffits of new construction in Wild Fire Hazard Severity Zones. Barrier Technology's Blazeguard is the **ONLY** listed product ([California's Wild-land Urban Interface Products Lists](#)) that offers WUI listed ignition resistance, 1 and 2 hour fire-rated assemblies, AND shear strength in a **SINGLE** exterior panel.



Blazeguard Panels being installed in Carmel, CA

### Blazeguard® One-Hour Exterior Load Bearing Assembly



1. 5/8" Type X Gypsum
2. Mineral Wool 5 1/2" thick, 2.5pcf
3. 15/32" Blazeguard
4. 2" x 6" No. 2 grade studs

### Blazeguard® For California:

- ◆ WUI Listed: Exterior wall sheathing, under eaves, and soffits
- ◆ Ignition Resistant
- ◆ 1 & 2 Hr Wall Assemblies
- ◆ Shear Wall (Struc-1) Rated
- ◆ California Distribution
- ◆ One-Step Installation
- ◆ Environmentally Friendly

See complete wall diagram listed by Intertek at [www.intertek.com](http://www.intertek.com) or [www.intlbarrier.com](http://www.intlbarrier.com).

### Blazeguard® as specified in a two-hour exterior wall assembly for Multi-Family Construction

#### ROUGH CARPENTRY — Section 06100

#### 2.4 B. Fire Rated Wood Panels

1. **Basis of Design:** Blazeguard Fire-Rated Wood Panels as manufactured by International Barrier Technology Inc; no known equal.
2. Plywood or Oriented Strand Board (OSB) combined with a thin coating of International Barrier's patented Pyrotite™ fire resistant formulation.
3. Comply with ASTM E-84 (extended to thirty minutes) Flame Spread FSI=5, SDI=40, Maximum Progressive Advance (30 min) = 7.5 ft for DFPW.
4. Comply with ASTM E-96 Permeability Passes Vapor, > 3 perms.
5. Comply with ASTM E-119 One-Hour or Two-Hour Fire Resistance Assembly Listed assembly using Blazeguard fire-rated sheathing (structural).

