

## FLASHING

Flashing is essential to achieve proper weatherproofing of any wall openings, particularly around windows and doors. It is the builder or installers responsibility to ensure that windows and doors are installed in such a way that water does not penetrate from the outer skin to the inner skin of the building envelope. The extent of the flashing required depends on local weather conditions, the exposure of the window to the elements, the type of construction and other design requirements.

There are three types of flashing: Sill, Jamb and Head. Flashing must be installed from bottom to top, in the following order, so that each layer overlaps the one below:

1. Sill flashing
2. Jamb Flashing
3. Head Flashing

The sarking above the window overlaps the head flashing. Overlap is vital to ensure that, at each transition, water is directed onto the element below.

Drainage must be provided below the window or door, so that any water captured has the ability to escape to the outside of the wall.

For further information please refer to the relevant sections of the NCC.

## SILL FLASHING

Sill flashing must be installed to prevent water wetting the inner skin and entering the cavity under the window or door. Sill flashing also collects run off from the jamb flashing and directs it outside the building envelope.

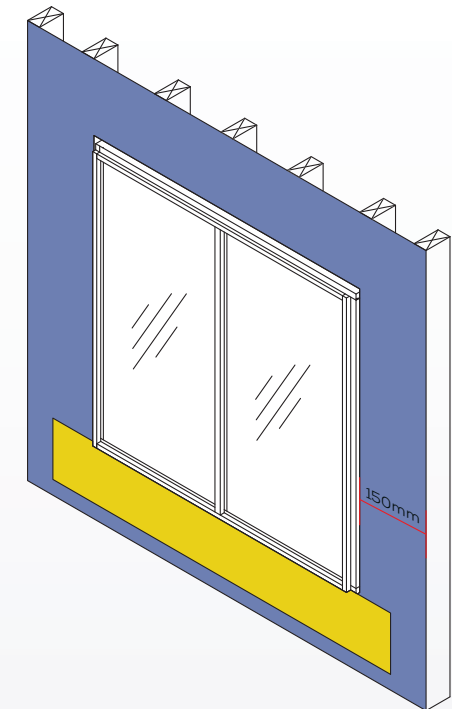
- Must project a minimum of 150 mm both sides past the opening.
- Must be made of approved materials and comply with AS/NZS 2904.
- Must be provided with weepholes to let the water out. Maximum weephole spacing is 1200 mm from centres.
- In cavity construction:
  - Must be smooth and not sag into cavity where it could collect water.
  - Must not extend more than half the width of the outside brick skin.

## SPECIAL CARE

Special care is required on windows with undersill drainage used in a non cavity situation such as single skin block work.

Where a subsill is used stop ends must be fitted and sealed.

## Window Sill Flashing

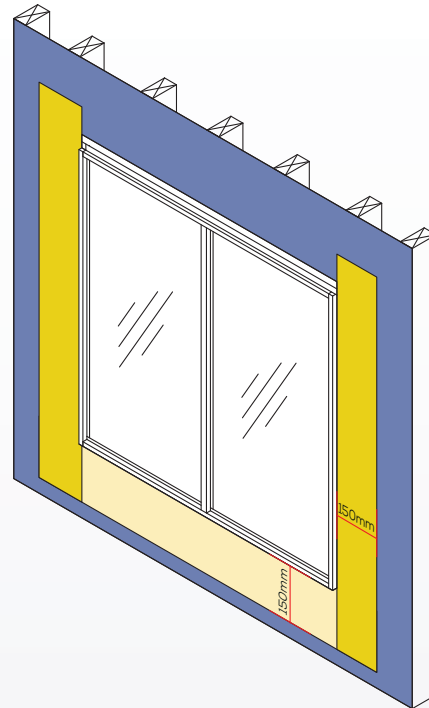


## JAMB FLASHING

Jamb flashing is required in high wind locations to ensure that water which enters between the jamb and the outer skin is drained into the sill flashing.

- Where jamb flashing overlaps sill flashing, the overlap should extend the full depth of the sill flashing.
- Must extend the full depth of the sill flashing and project vertically a minimum of 150 mm above the opening.
- Must project horizontally a minimum of 150 mm both sides past the opening.
- Must be made of approved materials and comply with AS/NZS 2904.

## Jamb Flashing

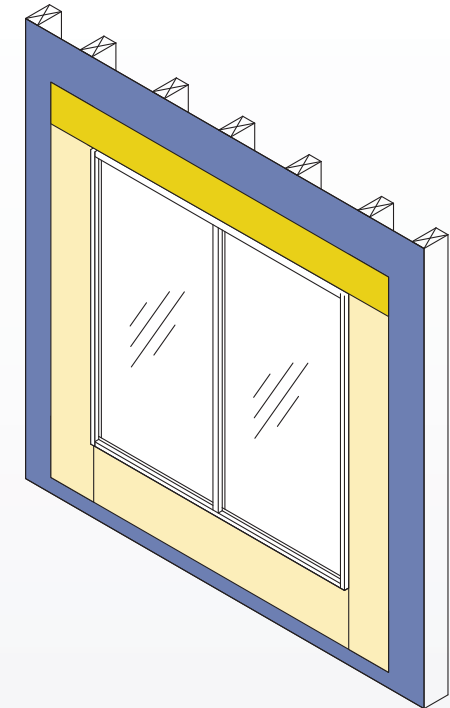


## HEAD FLASHING

Head flashing must be installed to stop water wetting the inner skin by bridging across the window or door head.

- Must be installed above any wall penetrations not specifically designed to stop water reaching the inner skin (for example, exhaust fans and ventilation ducts).
- Must project horizontally a minimum of 150 mm both sides past the opening.
- Must project vertically a minimum of 150 mm above the opening.
- Must be made of approved materials and comply with AS/NZS 2904.
- Must be provided with weepholes to let the water out. Maximum weephole spacing is 1200 mm from centres.
- In cavity masonry construction, head flashing must be built into the inner skin a minimum of 30 mm.

## Head Flashing



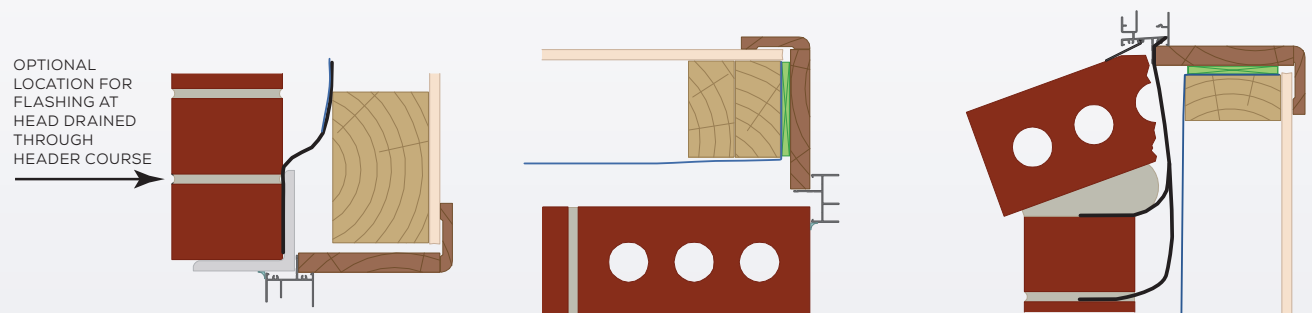
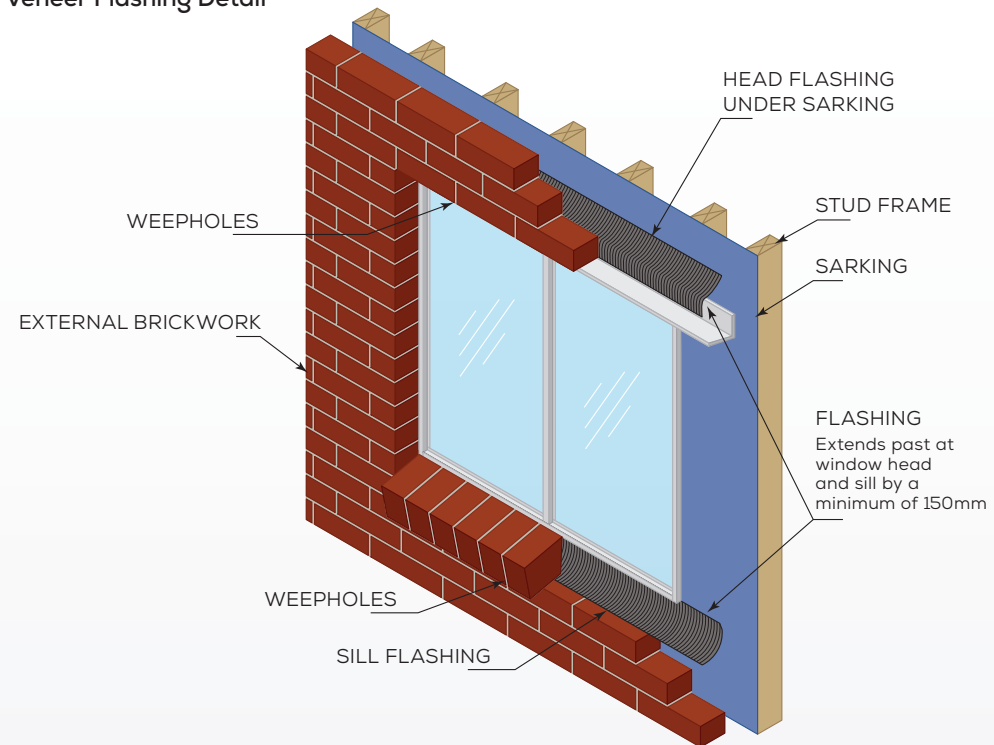
For further information please refer to the relevant sections of the NCC.

## MASONRY VENEER

The requirements for masonry veneer construction detailed in Clause 3.3.5.8 stipulate flashings must be fitted to the top and bottom (head and sill) of an opening and;

- (i) installed so that the flashing extends a minimum of 150 mm on each side of the opening,
- (ii) located no more than one course below the sill brick course; and 300 mm above the opening,
- (iii) turned up in the cavity not less than 150 mm above the opening,
- (iv) embedded at least 30 mm into the masonry veneer, and
- (v) attached to the window or wall framing.

Masonry Veneer Flashing Detail



For further information please refer to the relevant sections of the NCC.

## TIMBER AND COMPOSITE WALL CLADDING

Clause 3.5.4.6 requires that flashing must be provided to the tops, sides and bottoms (head, jamb and sill) of an opening and;

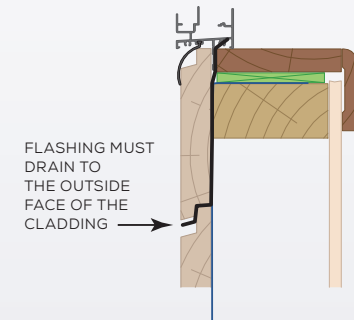
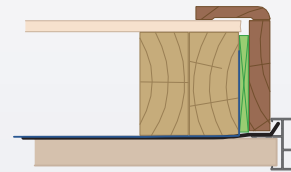
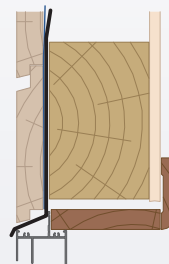
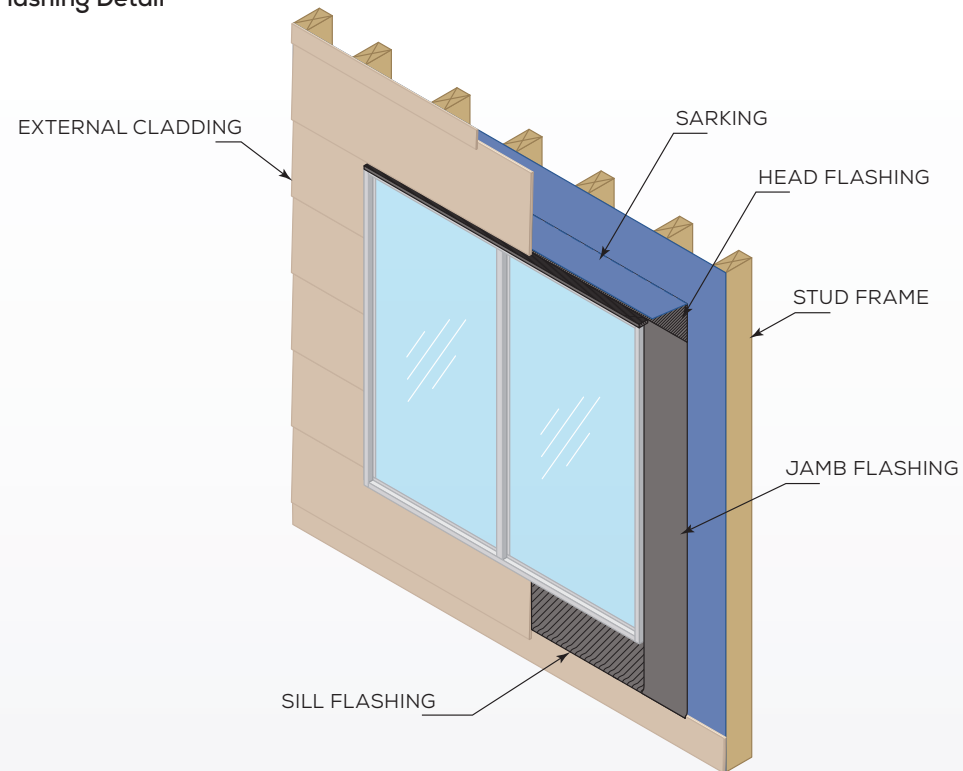
- (i) extend at least 110 mm on each side of the opening,
- (ii) be attached to the window and wall framing, and
- (iii) drain to the outside face of the wall or cladding at the top and bottom of the opening, and
- (iv) be securely fixed at least 25 mm under the cladding and extend over the ends and edges of the framing of the opening.

### Joins in the flashing must:

- (i) overlap by not less than 75 mm in the direction of flow,
- (ii) be securely fastened at intervals of not more than 40 mm,
- (iii) have sealant installed between laps.

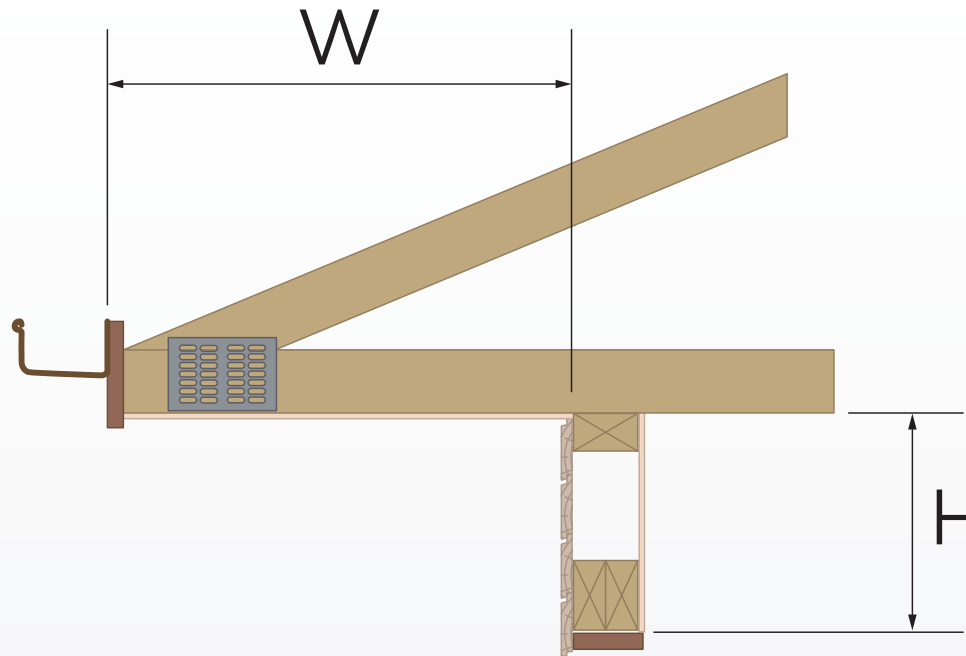
For further information please refer to the relevant sections of the NCC.

Clad Wall Flashing Detail



In both construction types, head flashing may be omitted where the top of the opening is protected by an eave or roof that extends more than 3 times the distance from the top of the opening to the underside of the eave, or where  $W$  is no less than  $3 \times H$  in the image shown.

Headflashing may be omitted when " $W$ " is more than  $3 \times H$ "



For further information please refer to the relevant sections of the NCC.