

# NEW CONSTRUCTION OVERVIEW



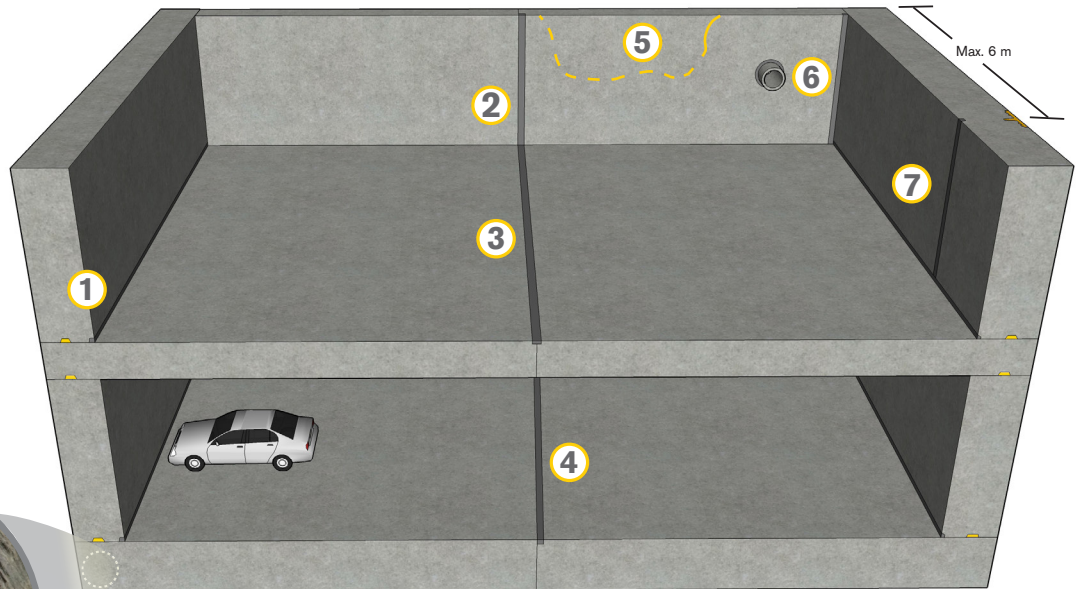
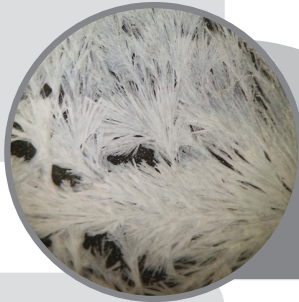
## Waterproofing Parking Garages (Shotcrete)

Kryton's **Krytol Internal Membrane™ (KIM®)** Waterproofing System covers every construction detail to create watertight concrete structures that replace the need for traditional surface applied membranes. It is more reliable, lasts longer and saves time over other waterproofing systems. This not only saves money during initial construction but also reduces long term repair and maintenance costs.

### Krytol Internal Membrane (KIM)

Add to the concrete mix to turn the concrete itself into a permanent waterproofing membrane.

KIM stops water by lowering the permeability of the concrete. Through its unmatched ability to self-seal micro cracks and stop water under the most severe hydrostatic pressure, KIM is the most effective concrete waterproofing solution available.



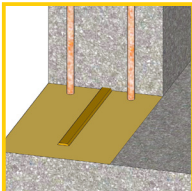
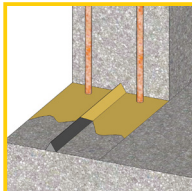
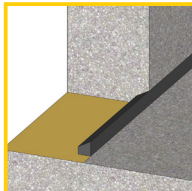
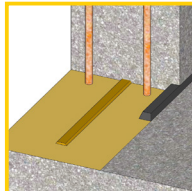
**Krytol®** chemically reacts with water and un-hydrated cement particles to form insoluble needle-shaped crystals that fill capillary pores and micro-cracks in the concrete and block the pathways for water and waterborne contaminants. Any moisture introduced over the lifespan of the concrete will initiate crystallization, ensuring permanent waterproofing protection.

### Krytol Waterstop System (KWS)

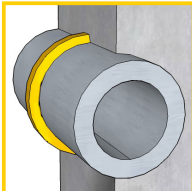
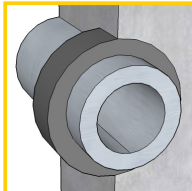
Use to permanently waterproof every concrete detail including Construction Joints, Penetrations, Tie Holes and Control Joints.

- 1 Wall to slab Construction Joints
- 2 Wall on wall Construction Joints
- 3 Expansion Joints
- 4 Slab to slab Construction Joints
- 5 Cold Joints
- 6 Penetrations
- 7 Control Joints

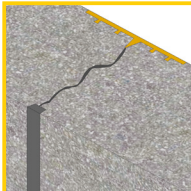
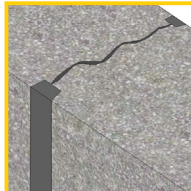
**1 WALL TO SLAB CONSTRUCTION JOINTS**

<b>DOUBLE PROTECTION</b>			<b>TRIPLE PROTECTION</b>
			
Internal Swelling Method	Internal Grout Method	External Grout Method	

**6 PENETRATIONS**

	
Internal Swelling Method	External Grout Method

**7 CONTROL JOINTS**

	
Crack Inducing Waterstop Method	External Grout Method