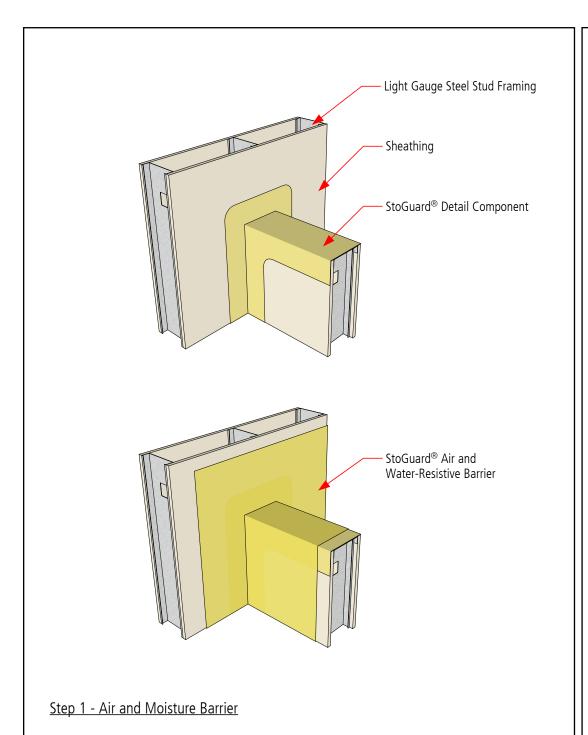


StoTherm® ci Mineral Saddle Flashing at Lower/Higher Wall Abutment



Notes:

1. Refer to StoGuard Product Use Chart (Table 1.1) for StoGuard detail components; joint treatment, rough opening protection, backing for masonry anchors, or transitions to dissimilar materials, joints and seams in construction.

Detail No.: 56s.64-1

Date: July 2022

- 2. Refer to General Notes for specific information and design guidance on wall assembly components.
- 3. Components not identified as Sto are furnished by other manufacturers and are not necessarily installed by trades who install the Sto products. Refer to project specific contract documents.

ATTENTION

Property of Sto Corp. All Rights Reserved

Sto products are intended for use by qualified professional contractors, not consumers, as a component of a larger construction assembly as specified by a qualified design professional, general contractor or builder. They should be installed in accordance with those specifications and Sto's instructions. Sto Corp. disclaims all, and assumes no, liability for on-site inspections, for its products applied improperly, or by unqualified persons or entities, or as part of an improperly designed or constructed building, for the nonperformance of adjacent building components or assemblies, of for other construction activities beyond Sto's control. Improper use of Sto products or use as part of an improperly designed or constructed larger assembly or building may result in serious damage to Sto products, and to the structure of the building or its components.



www.stocorp.com

STO CORP. DISCLAIMS ALL WARRANTIES EXPRESSED OR IMPLIED EXCEPT FOR EXPLICIT LIMITED WRITTEN WARRANTIES ISSUED TO AND ACCEPTED BY BUILDING OWNERS IN ACCORDANCE WITH STO'S WARRANTY PROGRAMS WHICH ARE SUBJECT TO CHANGE FROM TIME TO TIME. For the fullest, most current information on proper application, clean-up, mixing and other specifications and warranties, cautions and disclaimers, please refer to the Sto Corp. website. www.stocorp.com