



BUILDING CODE REQUIREMENTS AND WIND RESISTANCE

Recent changes to the ICC's International Residential Code (IRC) and International Building Code (IBC) have caused some confusion regarding Code requirements for asphalt shingle wind resistance. Specifically our customers want assurance that IKO shingles conform to those requirements.

The Code requirements are legal regulations related to product/building performance, and are designed to ensure quality construction and occupant safety. Manufacturers' limited warranties are offered to our customers and define various aspects of contractual obligations regarding product warranty coverage. Building codes cannot legislate or mandate levels of limited warranty coverage, as these "contracts" are a matter between the purchaser and seller/manufacturer of a material.

Section 1507.2.5 of the Code requires that shingles comply with ASTM D3462, and further, in Section 1507.2.7.1 that they must be tested in accordance with ASTM D 3161 modified to 110 mph, which also correlates to ASTM D7158 Class F. When considering IKO shingles and wind performance, IKO shingles comply with these Code requirements.

Section 1507.2.6 of that Code goes on further to prescribe that the shingles shall be fastened with four fasteners for wind zones less than 110 mph. IKO's product line of three-tab and laminated shingles (such as our Cambridge series) comply with all aspects of these fastening requirements as well.

Unfortunately this is not the first time that prescriptive building code requirements have been confused with manufacturers' limited material warranties. This Bulletin has clarified this difference, and assured our customers that IKO shingles comply with all aspects of the Code and will perform appropriately when applied in accordance with our printed application instructions.

For additional information on any of IKO's products or application requirements, visit us on the web at www.iko.com, or contact us in Canada at 1-888-766-2468, or the United States at 1-888-456-7663.