

Hanover[®] Reconstructed Stone[™] Masonry

Actual Size		
Height	Length	Depth
3 5/8"	23 5/8"	3 5/8"
7 5/8"	23 5/8"	3 5/8"
11 5/8"	23 5/8"	3 5/8"
11 5/8"	35 5/8"	3 5/8" - 5 5/8"
15 5/8"	23 5/8"	3 5/8"

Standard Thickness = 3 5/8" Hanover[®] meets Federal Metric Construction Guidelines.

RELATIVE STRENGTHS: (at 2" thickness)

Compressive: 8,500 psi at 28 days
Flexural: 1,100 ps

Absorption: less than 5%
Density: 155 lbs/cu ft.

Hanover[®] Reconstructed Stone[™] Masonry, high density, hydraulically pressed concrete units, are manufactured to 1/8" tolerances and produced by subjecting the concrete mix to a minimum pressure of 1,000 pounds per square inch over the entire surface area. This results in a product with the density and strength of natural stone.

The concrete Reconstructed Stone[™] Masonry shall be fabricated of Coplay Cement, Type I, Buff. Aggregate should be a blend from 200 mesh to 5/8 inch with a light gray color. The aggregate used should have a PA S.R.L. test of H and a specific gravity of 2.79 and absorption of 2.60. The aggregates should be washed with no deleterious substances, with no thin or elongated pieces. The aggregates should have an L.A. abrasion test of 21 and L.A. rattles loss test of 21.8% (at 500 revolutions). Most specifically, the aggregates should have a wash test of less than 1%. This includes materials lost by washing the aggregate - even those finer than 200 mesh. Mix should be prepared in a stationary mixer to a 5 inch slump, mixed a maximum time of 2 minutes and placed in the mold in a homogenous state. The whole Reconstructed Stone[™] Masonry unit is to be of the same design and a single mix system. Hydraulic pressure to be employed should be a minimum of 800,000 pounds without use of any vibration.

The surface finish shall be Tudor[®] of Hanover[®] Architectural Products, Inc. design. The concrete Reconstructed Stone[™] Masonry units are to be integrally colored with custom blended shades as specifically prepared by Hanover[®] Architectural Products, Inc. The final color and texture to be selected by the Architect.