

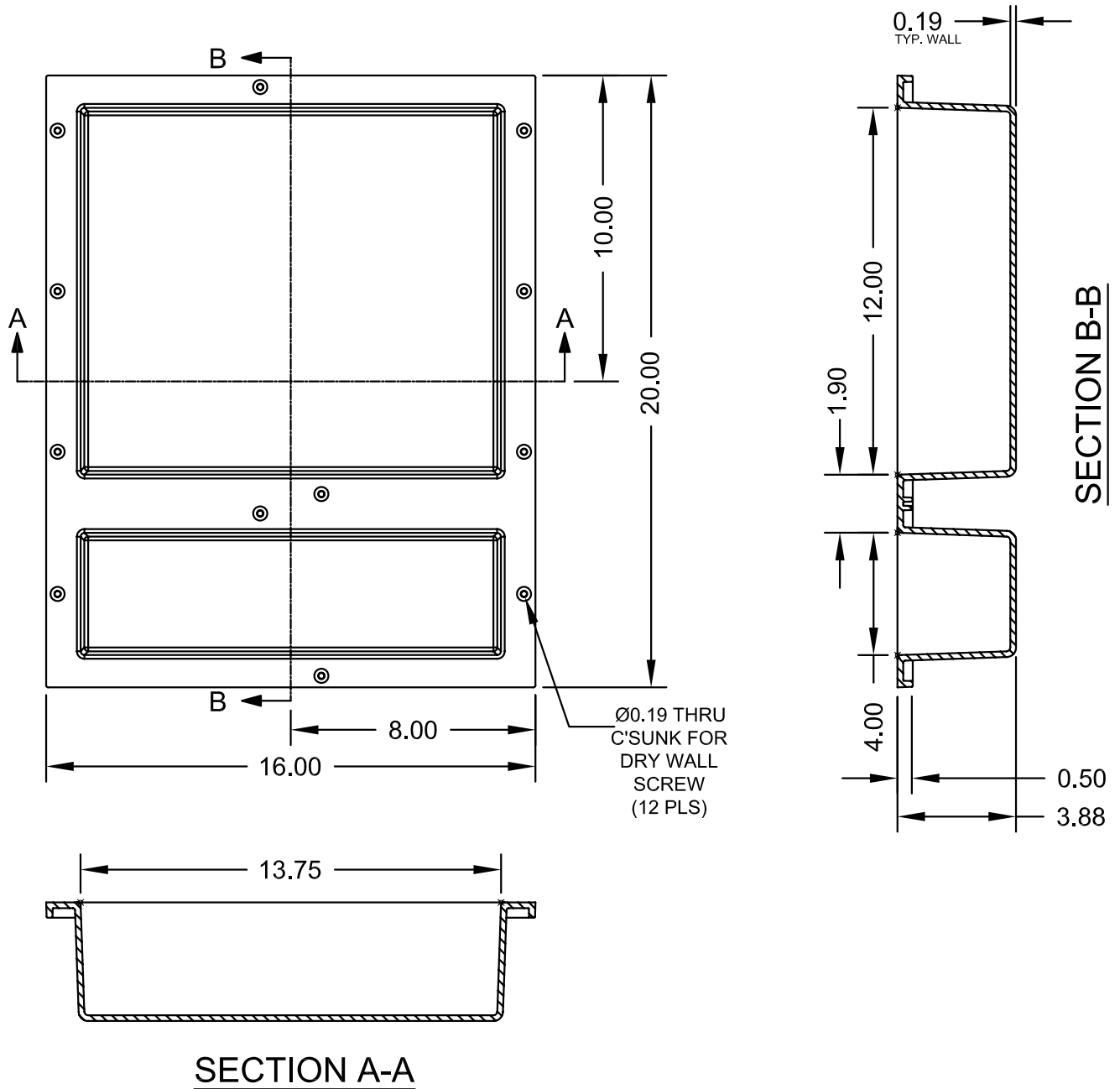
Tile Over Niche

Installation Instructions

To help you through the T-O Niche installation process, we have provided the following Installation Guide, which is intended to provide an easy to follow step by step process for the installation of your T-O Niche, whether you are a professional or a first time novice. In connection with your Redi Niche, please comply with the recommendations and standards established for such projects from time to time by the National Tile Council of North America.

1. Measure distance between vertical studs (studs usually on 16 inch centers)
2. Measure and cut top and bottom horizontal support brackets to a length which permits each of them to run between, and be fastened to, both vertical studs.
3. Level and mechanically fasten bottom horizontal support bracket to both of the adjacent vertical studs.
4. Level and mechanically fastened the top horizontal support bracket to both of the adjacent vertical studs so that the vertical dimension between the horizontal support brackets matches the vertical dimension of the predrilled fastening holes on the Redi Niche
5. Please note: If the distance between the vertical studs is greater than the size of the T-O Niche, you will need to attach additional vertical framing to one or both of the vertical studs to accommodate the size of the T-O Niche.
6. Place the T-O Niche in between the support brackets.
7. Level and mechanically fastened Redi Niche™ using one framing screw in each pre-drilled hole
8. Install your tile backer board around the T - O Niche so its in accordance with the industry standards.
9. Take 100% waterproofing silicone and seal gap between backer board and the Niche and seal the screw holes.
10. Now apply your setting material and set your tile, marble or stone directly to T-O Niche surface.

Tile Over Niche APR16-20D



Product Features:

- .Tile set directly on niche surface
- .No mud setting or hot mopping required



ANSI Z124.1-95
ANSI Z124.2-95
ICC/ANSI A117.1.98

ASTM F462-79
B45.0-02
B45.5-02