

926 EPOXY COMPOUNDS.
(REV 3-18-05) (FA 4-13-05) (1-06)

ARTICLE 926-1 (Pages 808 and 809) is deleted and the following substituted:

926-1 Types of Compounds.

Epoxy resin compounds for application to portland cement concrete, bituminous cement concrete, metals and other type surfaces shall be two-component systems of the applicable of the following types as designated.

Type	Description
A	An epoxy resin, for bonding fresh concrete to hardened concrete.
B	An epoxy resin adhesive, for bonding hardened concrete to hardened concrete and constructing doweled splices in precast prestressed concrete piles.
C	An epoxy resin adhesive, for bonding traffic markers to hardened concrete and to asphalt concrete.
D	A coal-tar, modified epoxy resin for application as a skid-resistant or protective overlay for cement concrete.
E	A fluid epoxy for crack injection in the repair of old structures.
F	An epoxy for repairing spalled areas on concrete bridge structures with these subtypes:
F-1	A non sagging gel type for vertical surfaces
F-2	A pourable type for repairs where forms are to be used.
G	An epoxy for rebuilding expansion joints and associated wearing surfaces.
H	An epoxy for structural bonding where asphalt overlays are to be in contact with the hardened compound.
I	An epoxy for filling small holes in concrete such as lifting bolt cut-outs on beams, etc.
J	An epoxy for installing rebar and anchor bolts into hardened concrete.
K	An epoxy for underwater sealing of the bottom of the jacket of an integral pile jacket system.
L	An epoxy for coating the interior of sewage disposal tanks.
M	An epoxy for coating steel H piling for fender systems (water immersion).
N	An epoxy for preparing mortars and concrete for patching portland cement concrete pavement.
O	An epoxy coating system consisting of a penetrant and a surface coating to be used singly or in combination for the protection of concrete surfaces, both new and repaired.
P	An epoxy for bonding metals
Q	An epoxy for use in post tensioning anchorage protection systems.