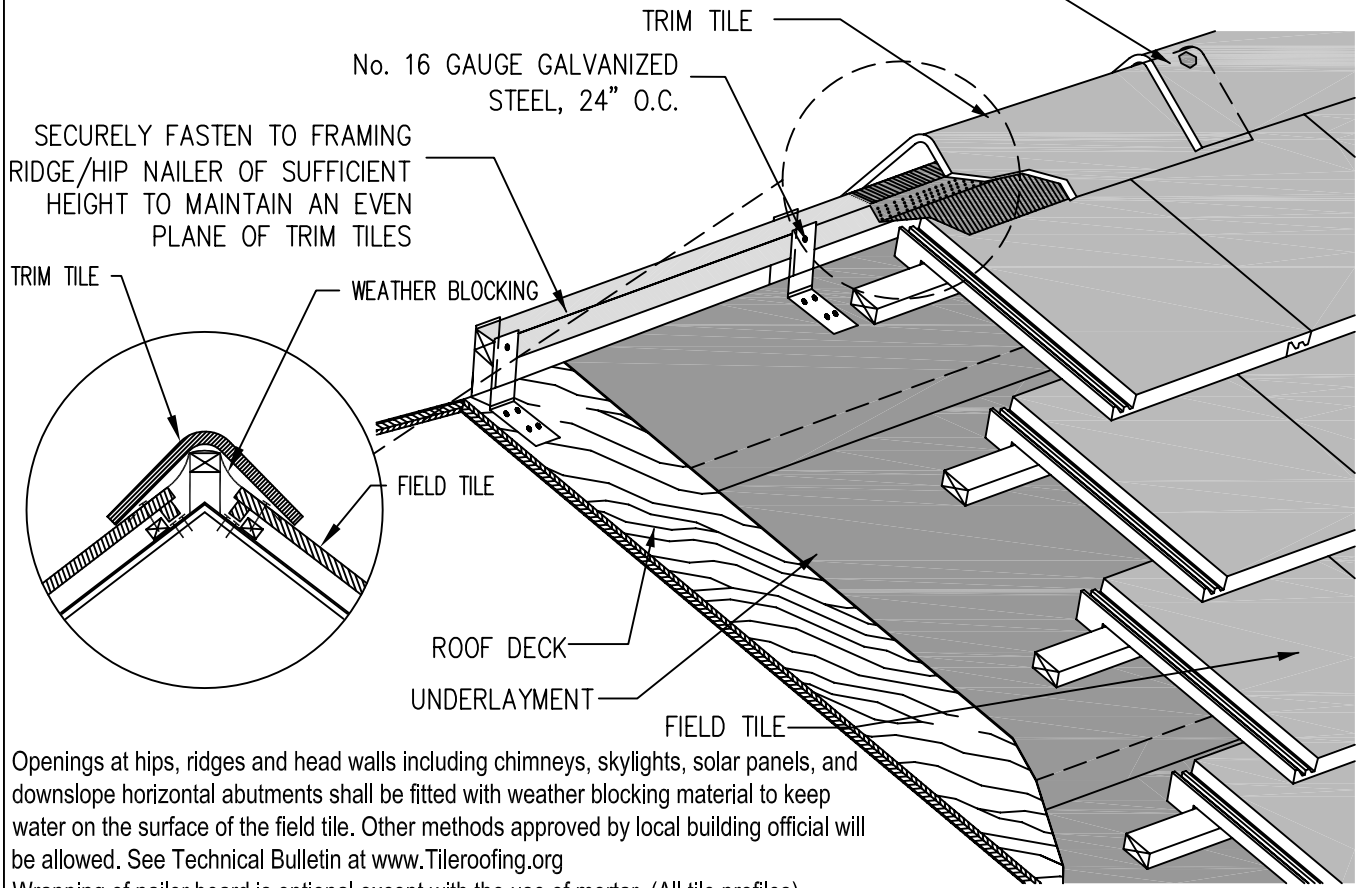


# HIP AND RIDGE

MC-18

CODE APPROVED ADHESIVE OVER MECHANICAL ATTACHMENT(SEE NOTE BELOW)



Openings at hips, ridges and head walls including chimneys, skylights, solar panels, and downslope horizontal abutments shall be fitted with weather blocking material to keep water on the surface of the field tile. Other methods approved by local building official will be allowed. See Technical Bulletin at [www.Tilerooting.org](http://www.Tilerooting.org)  
Wrapping of nailer board is optional except with the use of mortar. (All tile profiles)

**Notes:**

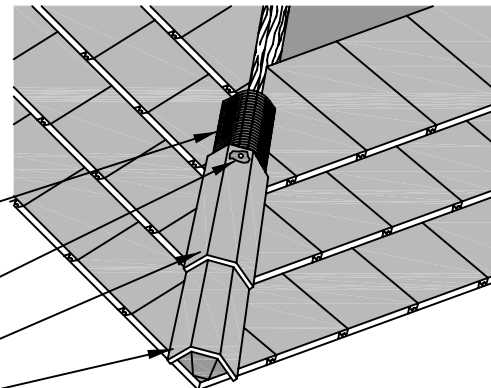
1. One layer of No. 30 asphalt-saturated felt complying with ASTM D-226 Type II (ASTM D4869 Type IV) or approved equal as a minimum underlayment on all tile roof applications. Other underlayments as approved by local building officials will be allowed.
2. All hip and ridge tile are required to have a code approved adhesive between laps of trim tile.
3. For tile fastening schedule(s) see Fastening Table 1A and 1B.
4. Battens for tiles with protruding anchor lugs are optional for slopes between 3:12 and 7:12. Direct deck attachment of tile as approved by local building official is allowed.
5. Roofer's mastic or tile adhesive must be applied at hip and ridge trim headlap to cover nail hole and create a bond between ridge tiles.

Field tiles shall be cut to within an average of 1/2" of nailer board.  
Nail each trim with a corrosion-resistant fastener of sufficient length to penetrate nailer board a minimum 3/4".  
Cut tiles without nail holes may be drilled, notched and nailed or affixed with tile adhesive, wire and/or cut tile clips.

HIPS TO BE SEALED WITH UV RESISTANT METAL, MORTAR, MASTIC, PREFORMED PLASTIC OR PRESSURE-SENSITIVE ADHESIVE WHERE TILE MEETS HIP BOARD

ROOFERS MASTIC OR TILE ADHESIVE MUST BE APPLIED AT HEADLAP TO COVER NAIL HOLE  
PROVIDE MINIMUM 2" HEADLAP

HOLD BACK HIP NAILER 6" FROM EAVE EDGE



Drawing shown depicts the application of all tile profiles. Unless otherwise noted it would apply to either concrete or clay tiles.