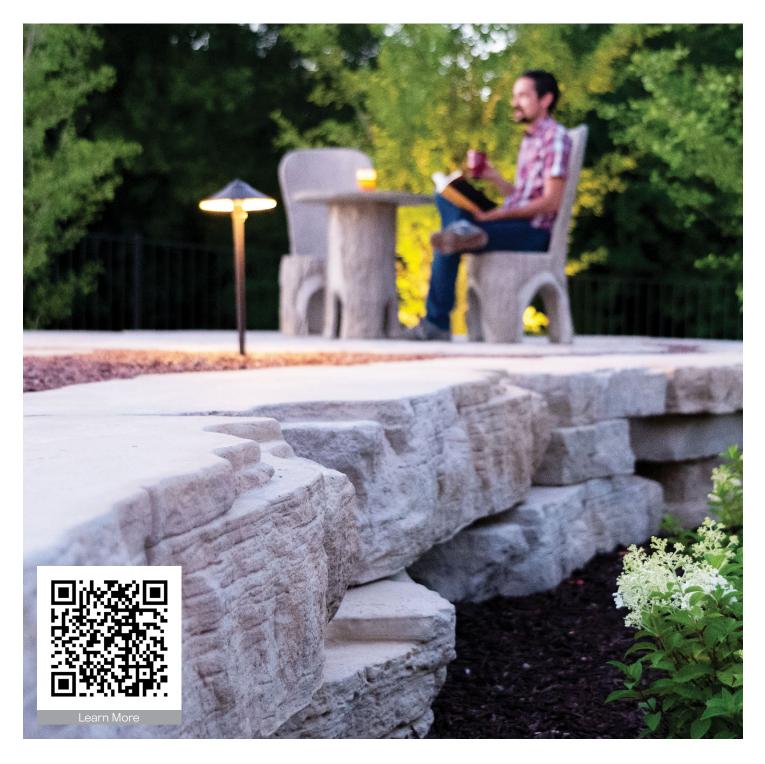
HIGH FORMAT®

OUTCROPPING FREESTANDING WALL



OUTCROPPING FREESTANDING WALL



FEATURES

- Beautiful weathered stone textures and natural color blends
- Consistent dimensions equals fast installation
- Quality materials equals long term durability
- Freestanding units have five-sided surface texture to allow for freestanding (twosided) installations or as a top course on an Outcropping retaining wall

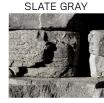
MATERIAL WETCAST

COLOR OPTIONS

FOND DU LAC



TERRAIN



LIMESTONE



Refer to our website for the most recent color offerings.

FREESTANDING PALLET: D

Weight: 3,150± lbs (inc. pallet) Coverage: 11 sq ft Units Per Pallet: 3 (1 of each)



48"L 12"H

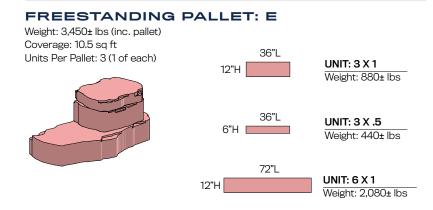
UNIT: 4 X 1 Weight: 1,080± lbs

48"L 6"H [

UNIT: 4 X .5 Weight: 460± lbs

60" 12"H

UNIT: 5 X 1 Weight: 1,540± lbs



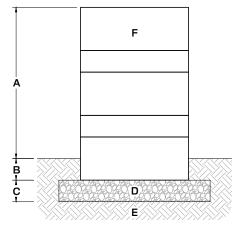
Product depth is nominally 30" for Freestanding Wall units. Refer to our website for information on Corner and Retaining Wall pallets/units.

GENERAL NOTES FOR WALL SECTIONS

This page shows a typical construction detail for Freestanding Outcropping walls. This drawing is representative of major components required in wall construction. Specific details including geotextile reinforcement layers, drainage details, soil requirements, etc. shall be per engineered design for wall. For more cross-section and design options, visit our website.

- This drawing is for preliminary reference only (not for final construction).
- Final designs for construction <u>must be prepared by a registered professional engineer</u> using the actual conditions of the proposed site and loads. Block size and placement shown are for reference only, individual Freestanding Outcropping blocks will vary with installation pattern.

TYPICAL FREESTANDING WALL DETAIL



- A. Wall height above grade (varies)
- B. Wall buried beneath grade (min. 6")
- C. Leveling pad depth (min. 6")
- D. Crushed stone leveling pad
- E. Foundation soil compacted to 95% max. dry density
- F. Freestanding Outcropping wall blocks

