

Maple Select Parquet Installation www.sportcourtcanada.net

Maple Select may be installed in a parquet design to give an alternative look to the floor. The parquet pattern can be created using any combination of tiles that creates an even square pattern (e.g. 1 tile, 4 tiles, 16 tiles). It is recommend to combine two 2x4 tile sheets from the box to create a 4x4 tile square (16 total tiles). This will help preserve the continuous plank pattern, reduce any 'short board' appearances, and better replicate a traditional parquet style sports floor.

NOTES:

The following installation instructions will outline one method for installing Maple Select in a parquet pattern. It will require turning the tiles and installing the product in a different manner than normal. Note that the following method will result in having the loops and locks arranged in an alternating pattern along the perimeter of the court.

While there may be other ways to install the flooring to accomplish a parquet design, this instruction guide will describe one method.

To install in a parquet configuration:

Create a centerline along the length of the gym to ensure proper orientation of the grid to the placement of the basketball hoops and keys. The parquet pattern will consist of constructing two different 'Rows' of tiles, one 'A' pattern and a corresponding 'B' pattern. These rows will later be installed in an alternating pattern to create the parquet floor

'A' Row

Determine the size of the squares to create the parquet design (1, 4, 16 tiles, etc.). As a starting point, establish a reference square by orienting the loops to be located at the bottom and right of the square (see figure 1). Install the reference square to the right side of the centerline of the gym. Turn the next square 90° counter-clockwise and install the square to the previous square along the centerline (see figure 2). Moving along the centerline, install the next square in the same orientation as the reference square, followed by a square turned 90° counter-clockwise. Continue installing the squares in this alternating pattern along the centerline of the gym (see figure 3).



Figure 1

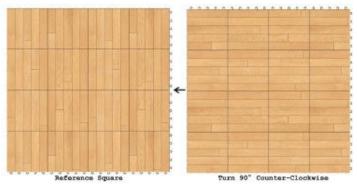
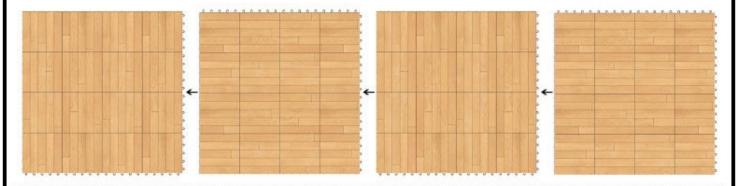


Figure 2



Centerline Figure 3

'B' Row

Start the next row by orienting the square 90° clock-wise to the reference square. Snap this square into the loops from the previously installed row to the left of the centerline (see figure 4). Moving along the centerline, turn the next square 180° clock-wise to the reference square (see figure 5). To snap this square into the floor, the previously installed tiles will need to be lifted to align the corresponding loops and locks. Continue installing the squares in this alternating pattern along the centerline of the gym (see figure 6).



Figure 4

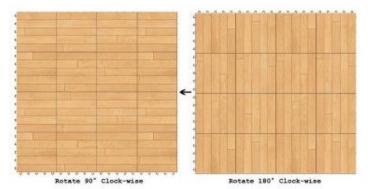


Figure 5

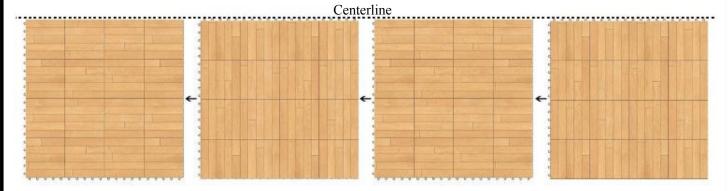


Figure 6

After constructing and installing the two different rows, you will have 'A' Row located to the right of the centerline and 'B' Row located to the left of the centerline (see figure 7).

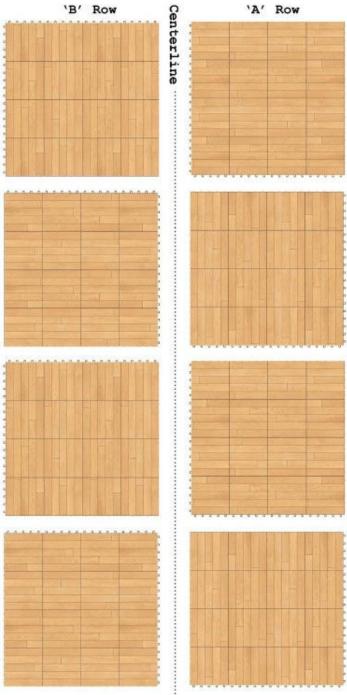


Figure 7

Install the remainder of the floor by alternating the pattern of 'A' Row followed by 'B' Row, expanding from the centerline (see figure 8).

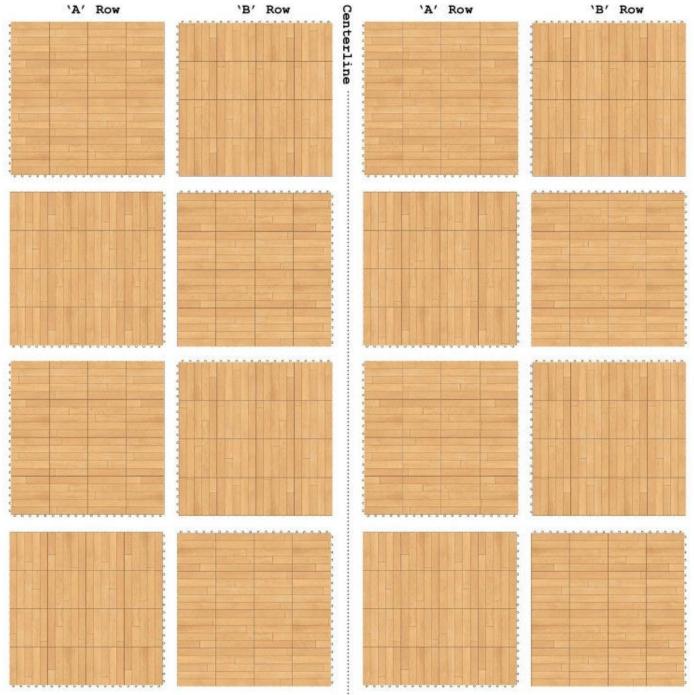


Figure 8

NOTES:

If installing solid colored tiles for keys and borders, it will be necessary to orient the loops and locks in those sections in the same pattern as Maple Select, so that the grid snaps together properly throughout. It may be required to create some of the 4x4 squares with both Maple Select and solid color tiles for areas around the keys as a typical key requires a grid of 14x23 tiles (not equally divisible by 4).

Any loops adjacent to walls may need to be trimmed to allow proper amount of space for expansion and movement.

If using ramp edging, alternate between female and male edges to snap into the perimeter tiles. The edge pieces will snap into each other along the short side to create a continuous transition.

Take care when disassembling the floor. Each square will need to be uninstalled separately to avoid damaging the loops and locks.

