



Pyramid Weep (Masonry bleed straw)

use

To provide discharge route for water from lintels, damp courses, cavity trays etc.

introduction

Pyramid Weeps (or masonry bleed straws as they are sometimes termed) permit discreet evacuation of water arrested within a cavity wall. The pyramid profile is rarely noticeable when incorporated within a standard mortar bed. If undersized or reduced gauging is encountered, the triangular shape permits the weep to still be positioned within the bedding mortar but with its peak rising into a vertical perp joint.

The Pyramid Weep is available in two sizes to suit masonry skins up to a thickness of 225mm. Pyramid Weeps may be appropriately positioned at regular intervals in normal situations and applications to provide discreet and consistent discharge routes.

data

- Sizes: 100mm x 8mm x 8mm x 8mm.
- Sizes: 225mm x 8mm x 8mm x 8mm.
- (May be cut to provide alternative lengths).
- Polypropylene.
- Mortar grey colour.
- Flush Front.
- Direct bleed path.
- Packaged in 100 and 500.



Beak Weep

use

To evacuate water from lintels, damp courses, cavity trays etc.

introduction

The beak weep provides an alternative way of releasing penetrating water from lintels and cavity trays installed within a cavity wall.

The beak weep matches the height of a standard perp joint, but has a reduced front section (beak) shaped to be almost indistinguishable from the mortar joint.

The beak is finished in glass-clear polypropylene, and successfully merges with all colours of mortar and masonry making the beak weep unobtrusive and difficult to detect. The discharge outlet is on the beak underside, permitting water and particle debris to wash through and drop from the outlet. This shape also protects against wind-driven rain.

data

- Standard size 65mm x 105mm.
- BS polypropylene/styrene.
- Boxed in 50s.
- Direct flow path (not restricted).
- Drop outlet does not encourage build-up of mortar debris.
- Beak protects against wind pressure.
- May be extended with use of Extension Duct.

