



KBRS Tile-Basin® Installation Guide

The following Installation Guide is intended to provide an easy to follow step by step process for the installation of a KBRS Tile-Basin®. This guide is based on the use of a pre-installed 3 piece clamping collar type floor drain assembly. When installing a Tile-Basin® you should also consider the recommendations and standards established for wet area tile installations set forth by the Tile Council of North America (TCNA). For any further assistance please contact KBRS Technical Support.

INSTALLATION INSTRUCTIONS:

1. Clean and remove any debris and/or surface contaminants from the sub-floor in the area that the Tile-Basin® will be installed. Remove the floor drain's strainer and clamping collar.
2. Dry-fit the Tile-Basin® to ensure proper size and drain alignment.
3. Mix polymer modified thin-set per manufactures instructions. Apply thin-set mortar to the subfloor using a 3/4" U shaped notched trowel. Spread the mortar base evenly across the subfloor so that notches of thin-set mortar are consistent throughout. **(IMPORTANT: Ensure that the thin-set is slightly above the top of the floor drain's flange).**
4. Apply a liberal and continuous bead of ShowerSeal® Polyurethane Sealant (*or equal*) around the outside perimeter of the floor drain flange.
5. Place the Tile-Basin® into the thin-set mortar and gently walk across it ensuring to distribute your weight evenly across all areas. Check sides of Tile-Basin® to ensure that they are level and firmly embedded into the thin-set. The drain's collar bolts should protrude through the center hole in the Tile-Basin®.
6. Reinstall the drain's clamping collar and firmly tighten **(do not over tighten)**. Remove any excess sealant from drain area. Thread strainer into clamping collar and adjust to desired height.
7. Install furring strips onto the studs 1/4" above the Tile-Basin® perimeter flange.
8. You are now ready to install additional shower components, wall backerboard and waterproofing per manufacturers instructions.