

Movement Joints

Floors

Install in accordance with BS5385-3 (Clauses 6.8 and 7.1.6)

Movement joints should be a minimum of 6mm and positioned as follows:

- Over all structural movement joints.
- All perimeters of the floor including columns, curbs, door openings and steps etc.
- In floors with dimensions of 2m or less between restraining surfaces, perimeter joints are not necessary unless extreme stresses are likely
- Where tiling is continuous across junction of different base materials
- Where tiling abuts other materials.
- In large areas, the floor should be divided into control bays of 8m to 10m intervals. On suspended floors the bays should be reduced and extra joints should be inserted where flexing is likely to occur e.g. over supporting walls or beams. With floors that are subject to significant thermal change (underfloor heating), divide into bays maximum 40m² in area and with a maximum 8m in length.

Interior Walls

Install in accordance with BS5385-1 (Clause 3.5.2)

Movement joints should be a minimum of 6mm and positioned as follows:

- Over all structural movement joints.
- Where tiling abuts other materials.
- Where tiling is continuous across junction of different base materials.
- In large tiled areas, at internal vertical corners and at 3m to 4.5m centres horizontally and vertically.
- Where stresses are likely to be concentrated e.g. at changes of alignment
- Walls subject to significant thermal change or vibration, install movement joints at more frequent intervals.

External Walls

Install in accordance with BS5385-2 (Clause 3.5.2)

Movement joints should be a minimum of 6mm and positioned as follows:

- Over all structural movement joints.
- Where tiling abuts other materials.
- Where tiling is continuous across junction of different base materials.
- At storey heights horizontally and 3m to 4.5m apart vertically. Vertical joint at internal corners and at junctions with columns.
- At external angles, vertically between 0.25m and 1m from the angle and symmetrically where possible