

### SDA guide to visual inspection of garage doors

This *Guide* is not a legal document and is not intended to replace the relevant provisions of the Building Code of Australia or Australian Standards. The *Guide* is intended to provide the reader with an understanding of the tolerances that a building professional will consider in determining whether a building element has been installed / constructed to an acceptable standard. The *Guide* should be regarded as an advisory resource rather than a series of prescriptive definitions.

#### **PROCEDURE**

In performing a subjective visual inspection of internal and external garage door surfaces, the inspection shall be performed by representatives of the parties (or their agreed delegates) as nominated in the conditions of contract to perform this task.

## INSPECTING SURFACES FROM A NORMAL VIEWING POSITION

Generally, variations in the surface colour, texture and finish of garage doors manufactured from prepainted metals, painted metals, painted or stained timber or composite material, and variations in glass and similar transparent materials are to be viewed where possible from a normal viewing position. A normal viewing position is looking at the surface to be inspected at a distance of 2m or greater in normal daylight and "non-critical light" conditions. ("Non-critical light" is where light that strikes the surface is diffused, is not glancing or parallel to that surface).

Slight variations in the colour and finish of materials do not generally constitute a defect.

### MICRO-FRACTURING OF PAINT SURFACE

During pressing and bending processes the painted surface of a garage door is stretched and thinned. This sometimes results in micro-fracturing of the surface.

An acceptable level of micro fracturing is where the problem, or the results of the problem, cannot be seen in good daylight from a normal viewing position.

#### PRE-PAINTED SURFACES (METALS)

Differences of appearance or defects of a prepainted metal surface are acceptable, if not clearly discernible from a normal viewing position. Minor scratches or other irregularities in paintwork will not affect the performance of the door and will not be deemed a defect. Normal environmental conditions over time can affect the pigment colouration in a pre-painted surface and, in particular, differences in formulation of any touch up paint used may present a different colouration to that of the whole surface and will not be deemed a defect.

# PAINTED OR STAINED SURFACES (METALS, TIMBER, COMPOSITE MATERIALS)

Appendix C of AS/NZS 2311 - 2000, says, amongst other things, that the finish is considered acceptable if differences of appearance are not clearly discernible from a normal viewing position.

## RUBBING OF ROLLING DOOR CURTAINS

Rolling door curtains are wound into a spiral configuration where the individual layers in the spiral are in close proximity to each other. Manufacturers should avoid the layers coming into contact with each other where this results in rubbing of the paint surface.

An acceptable level of paint rubbing is where the problem, or the result of the problem, cannot be seen in good daylight from a normal viewing position.

#### OIL-CANNING

Oil-Canning is defined as variation in the surface of pre-painted or painted metal, which appears as a series of undulations or distortions.

During pressing and bending processes the metal surface of a garage door is stretched and thinned. This sometimes results in oil-canning of the surface.

An acceptable level of oil-canning is where the distortion over any 150mm distance is not greater than 1mm. This should be measured using a 1mm thick feeler gauge between the surface of the door and a 150mm long straight edge.

# GLAZING (GLASS AND SIMILAR TRANSPARENT MATERIALS)

Scratched, fractured, chipped or blemished glazing that is visible from a normal viewing position may constitute a defect.

Minor scratches, fractures, chips or blemishes within 5mm of the glazing edge will not be deemed a defect. Minor is less than 10mm in length and not more than 3 per panel.

