

Stonhard Floors Achieve Stunning Transformation of University Complex with Efficient and Economical Solution

Products Used: TecTop UF

Application Area: Lobbies, Concourses, Restrooms and Locker Rooms



"It was a pleasure working with the entire Stonhard staff. Everyone is pleased with the project."

~ Steve Bond, Gilbane Building Company

PROBLEM

Coppin State University, situated in Baltimore, Maryland, aimed to elevate its urban campus by constructing a cutting-edge physical education complex spanning 246,000 sq. ft. During the installation of polished concrete floors, an unforeseen setback emerged in the form of unsatisfactory results in critical spaces such as locker rooms. This prompted swift action to fulfill the project's goal while staying within budget limits.

SOLUTION

In response to the flooring challenge, Coppin State University partnered with Stonhard. The installation began by smoothing the concrete substrate with Stonproof ME7, a crack-bridging agent. This was followed by Stonhard's TecTop UF flooring system consisting of a colored epoxy undercoat with vibrant flakes broadcasted throughout, and a clear urethane sealer. The flooring installation transformed lobbies, concourses, restrooms, and more into visually appealing, durable spaces that aligned with the university's transformative ethos. The swift and cost-effective approach impressed project managers and facility planners, earning praise for the successful outcome.

DESIGN ELEMENTS

Decorative flake finish

OUR CERTIFICATIONS & MEMBERSHIPS

Stonhard is a member of the U.S. Green Building Council and is on the Manufacturer Advisory Panel for the HPD Collaborative. Stonhard carries an ISO 9001 quality system certification.

THE STONHARD DIFFERENCE

Stonhard is the unprecedented world leader in manufacturing and installing high-performance seamless, resinous floor, wall, and lining systems. With more than a century of experience, Stonhard provides its customers with a single-source warranty covering both products and installation.

