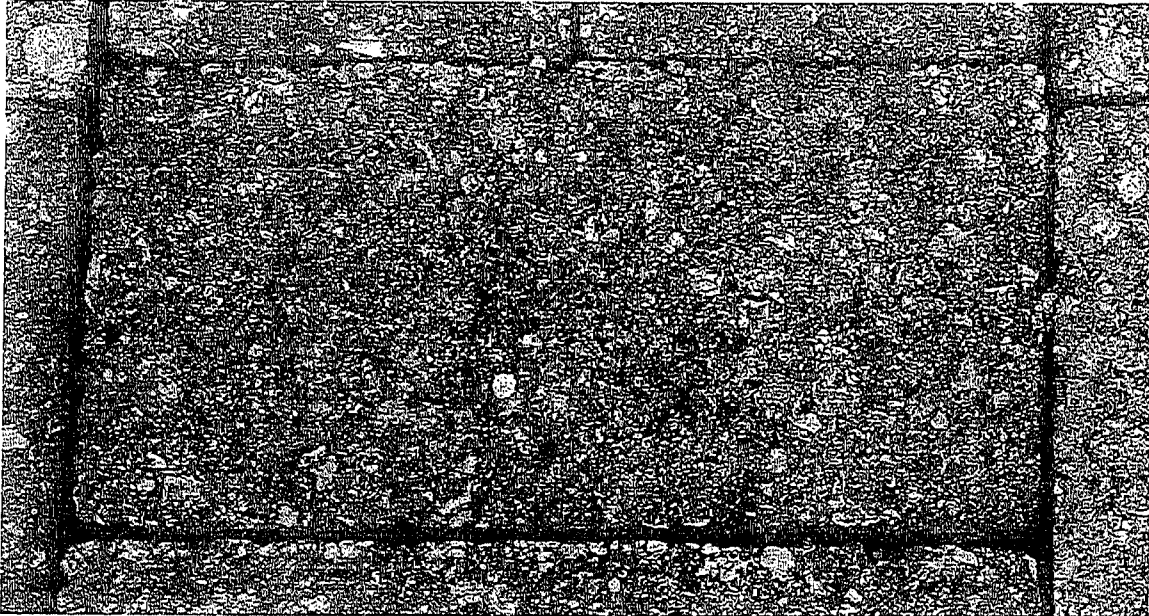


Pervious Pavers



The porous appearance of these units allows rainfall to directly enter and pass through because concrete has no fines. Like other pavers, the units are fitted together over bedding, pea gravel is recommended. Sanding the joints is not recommended as this could clog the pavers. Porous units do not meet the requirements of ASTM C 936; however, these units have strength of 4,000+ psi with a permeability of over 40 inches per hour.

The best use is for pedestrian areas, bicycle paths, and residential applications. We offer pervious pavers in our 4x8, Old Towne, 6x9, and 6x6 profiles and in all of our standard blends.

Some of the benefits:

- Reduction of runoff by as much as 100% from frequent, low-intensity and short duration storms.
- Increased recharge of ground water.
- Eliminates flooding and puddling in parking lots
- Reduction or elimination of retention ponds
- Conservation of space on site and reduction of impervious cover

More info is available at ICPI website; http://www.icpi.org/design/permeable_pavers.cfm

Tremron Group, Arcadia (863) 491-0990 www.tremrongroup.com



Q O R E

PROPERTY SCIENCES

Plant: Tremron – Arcadia, Florida
 Client: Tremron
 Unit ID: Echo Stone Pervious Pavers, 7/9/07

Job No: 27772
 Report No: 347424
 Report Date: 7/24/07
 Received Date: 7/12/07

TESTING OF SOLID CONCRETE PAVING UNITS

Compressive Strength – test date 7/23/07 at 14 days of age

Unit No.	4A	4B	4C	Average
Received weight, lbs	9.17	9.29	9.53	9.33
Width, inches	6.26	6.32	6.32	6.30
Height, inches	2.40	2.37	2.40	2.39
Length, inches	9.42	9.42	9.43	9.42
Saw-cut length, inches	4.71	4.77	4.70	4.73
Net Area, in ²	29.48	30.15	29.70	29.78
Load, lbs	139,380	132,760	137,850	136,660
Compressive Strength, psi	4,730	4,400	4,640	4,590

Compression tests were performed in accordance with ASTM C140.

Unit No.	Permeability
4D	44.4 inches/hour (3.1 x 10 ⁻² cm/s)

Respectfully submitted,

QORE, Inc.

Russell Scribner
Materials Laboratory Manager

Report Distribution:
Tremron / Mr. Mike Somers