- H. At exposed connections, finish exposed welds and surfaces smooth and blended so that no roughness shows after finishing and welded surface matches contours of adjoining surfaces.
- I. Remove welding flux immediately.
- J. At tee and cross intersections, ends of intersecting members shall be contoured to fit each other and the joint welded all round.
- K. At exposed connections, finish exposed welds and surfaces smooth and blended so that no roughness or projections shows after finishing and welded surface is contiguous with the contours of adjoining surfaces.
- L. Weld corners and seams continuously.
- M. For non-welded connections fabricate handrails and railing systems by connecting members with railing manufacturer's standard concealed\ mechanical fasteners and fittings, unless otherwise indicated. Fabricate members and fittings to produce flush, smooth, rigid, hairline joints.
- N. Ease exposed edges to a radius of approximately 1 mm, unless otherwise indicated. Form bent-metal corners to the smallest radius possible without causing grain separation or otherwise impairing work.
- O. Cut, reinforce, drill and tap components as indicated to receive finish hardware, screws and similar items.
- P. Close off all hollow sections of members that are exposed to the exterior by continuous welded formed plates.
- Q. Fabricate joints that will be exposed to weather in a manner to exclude water, accumulation, penetration or dirt accumulation.
- R. Perform cutting and drilling before metal finishing.
- S. All steel surfaces that come in contact with exposed concrete or masonry shall receive a protective coating of an approved heavy bitumastic trowelling mastic or an approved mastic tape applied in accordance with the manufacturer's instruction prior to installation.
- T. Where items are cast into concrete, back paint the contact areas with bitumen paint before fixing.

2.3.3 Installation

A. Set miscellaneous metalwork accurately in location, alignment and elevation measured from established lines and levels.