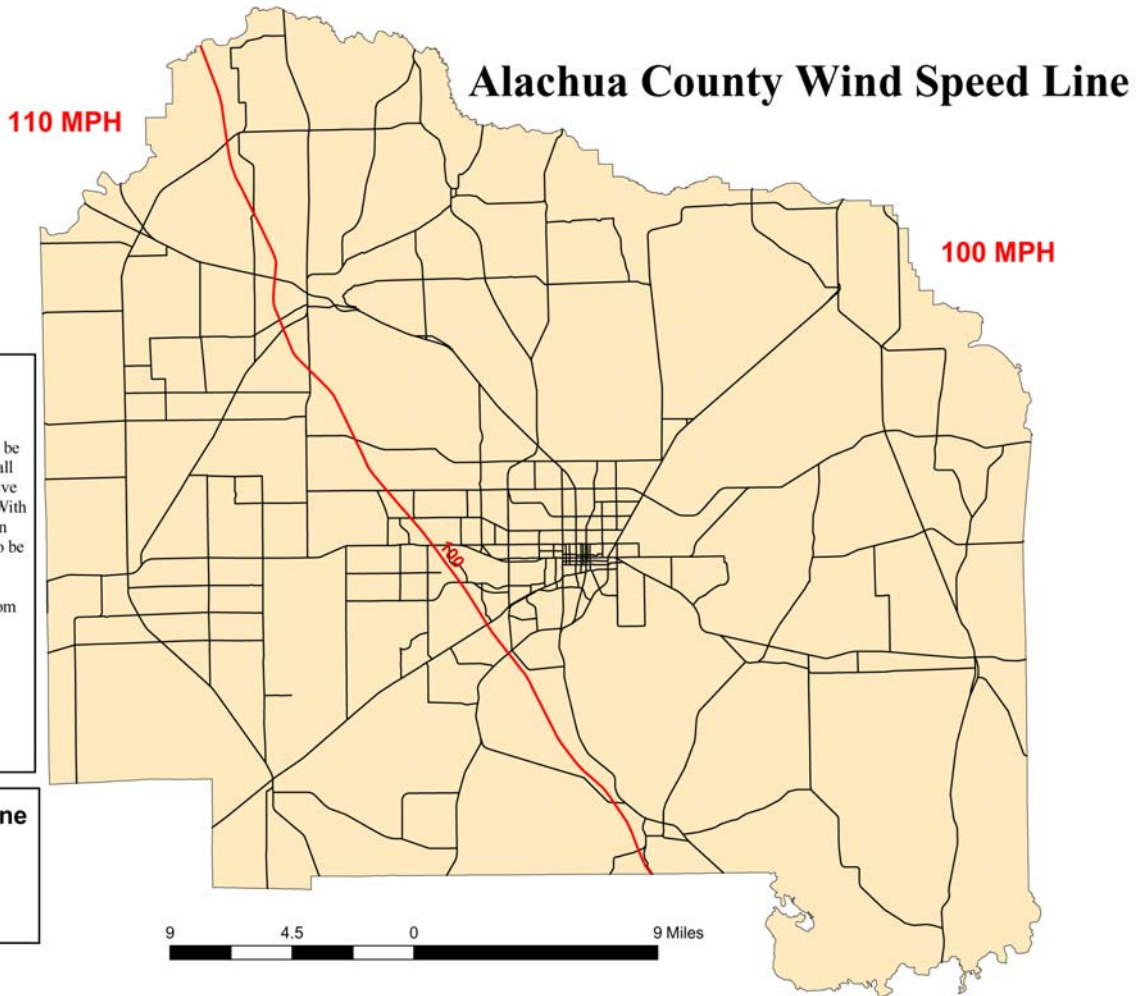




The *Extreme Weather Skylights* from Sun-Tek, our most recent addition to a family of high quality skylights, has the widest and most complete range of hurricane, tornado, high velocity and impact units of any skylight manufacturer to date !

- These high impact & wind velocity units are available for 120 mph(or greater) wind zones. Sun-Tek's standard line will satisfy all other zones.
- From the Sun-Tek Tube... to insulated Classic Glass... to Polycarbonate, Sun-Tek can offer the right application for any wind zone requirement.
- Concerned about future coastal zones ? - We are confident you will not need to go anywhere but to Sun-Tek's *Extreme Weather* line to satisfy all your extreme weather skylight needs.

TESTED ?
 The Sun-Tek *Extreme Weather Skylights* have passed the strictest testing of the Metro Dade approval process and meet or exceed all Florida Building Codes.



Alachua County Wind Speed Line Description

For the purposes of complying with the structural requirements related to wind loads, all buildings and structures East of Interstate - Seventy Five (I-75) shall be designated for a minimum wind load of 100 mph and all buildings and structures west of Interstate - Seventy Five (I-75) shall be designed for a minimum of 110 mph. With regard to compliance with criteria relating to protection from wind borne debris, Alachua County is deemed to be located landward of the 120 mph wind contour line in Figure 1606 and therefore, buildings within Alachua County are not required to have openings protected from wind borne debris except for critical facilities which voluntarily provide protection of openings from wind borne debris

Ordinance Adopted January 8, 2002
 Effective March 1, 2002

Alachua County Wind Speed Line

— Alachua County Wind Speed Line
 — Major Roads
 □ County Boundary

- Satisfied by conventional Sun-Tek Classic, Dura & Sun-Tek Tube skylight systems
- Requires Sun-Tek *Extreme Weather* line of High Wind & Impact skylight systems for building code requirements

