

APPLICATION

Type CH trims are used to create a crisp perimeter detail where cut metal ceiling tile systems abut walls, partitions or upstands. The channel feature is designed to accept standard hold down wedges and clips to retain cut tiles. Type CH trims can be factory curved on plan to suit both concave and convex walls. They can also be factory formed into column rings.

PRODUCT INFORMATION

Supplied in 3000mm lengths, extruded from architectural grade aluminium alloy to BS 1474. Finished as standard in white polyester powder coating to RAL 9010, 20% Gloss, or chromate etch primer suitable for direct over-painting on site after fixing. Non-standard lengths, factory curving and alternative factory applied finishes are available to special order.

Wedglock cleats to form straight joints, internal and external corners and abutment details when used with CH01 and CH02 are also available to order separately.

PACKING

Packed in quantities as ordered with no bundle exceeding 25kgs. Packaging is by heavy gauge heat shrink polythene with corrugated cardboard end protection.

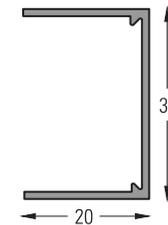
TECHNICAL DETAILS

Designed specifically for use with suspended ceiling systems where the infill tiles are metal, mineral fibre, g.r.g, plasterboard or rigidised mineral wool. All trims have the structural capacity to support the type of infill tiles they are designed to be used with, and a substantial factor of safety has been allowed for in their design.

However, trims are not designed to support loads other than their infill loads and due consideration should be given to independent support for any additional imposed loads from items such as light fittings, air conditioning units ect.

Perimeter trims can have a bead of silicone mastic applied between the trim and the wall to improve both the aesthetic appearance and sound insulation if required. Perimeter trims should always be backed with a layer of wall boarding material and should never be fixed directly in contact with the building structural framing.

CH01



CH02

