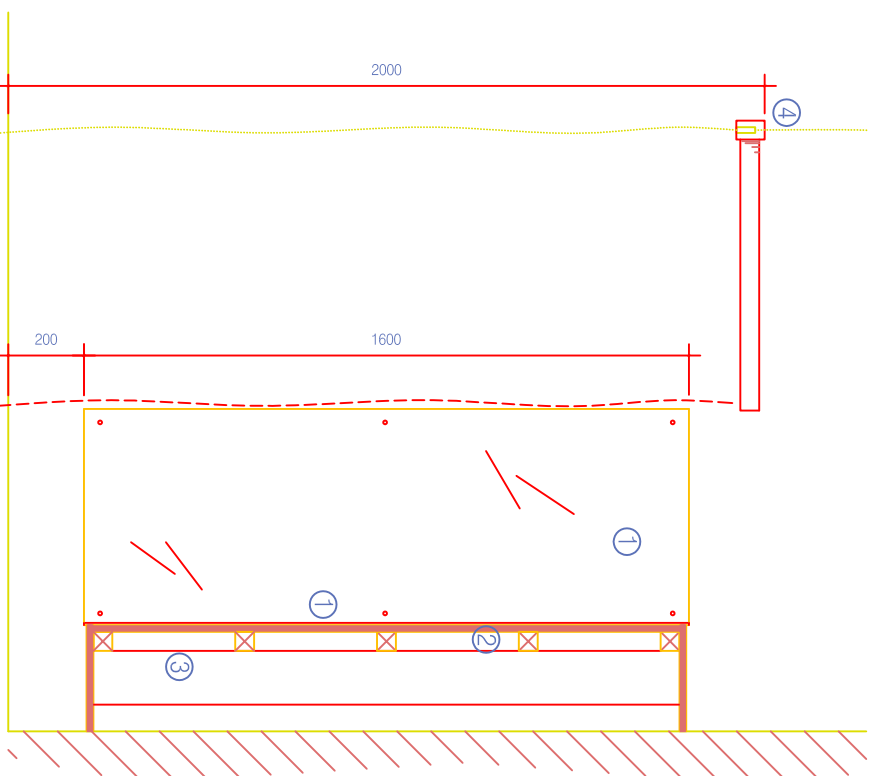
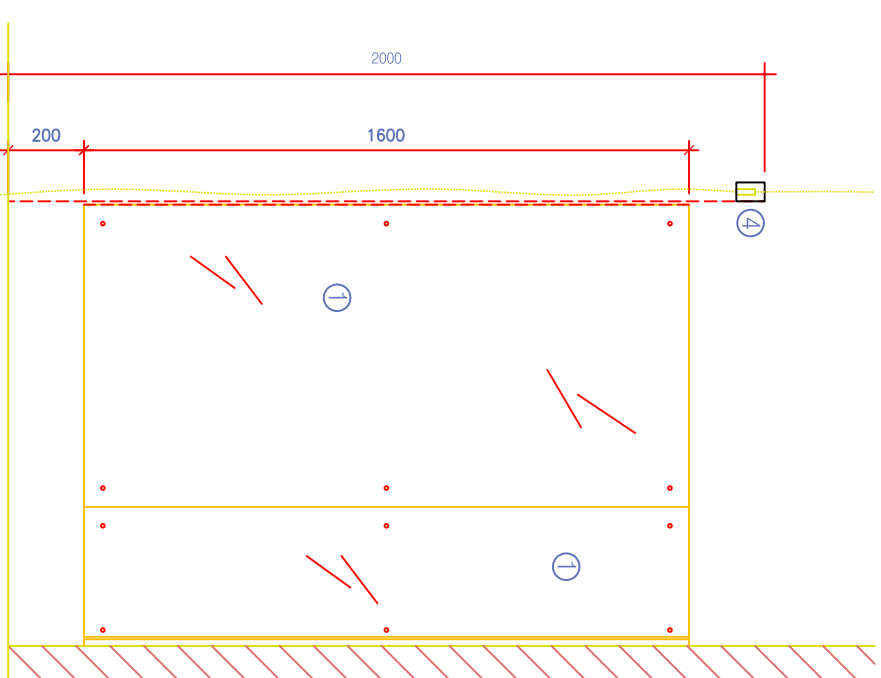


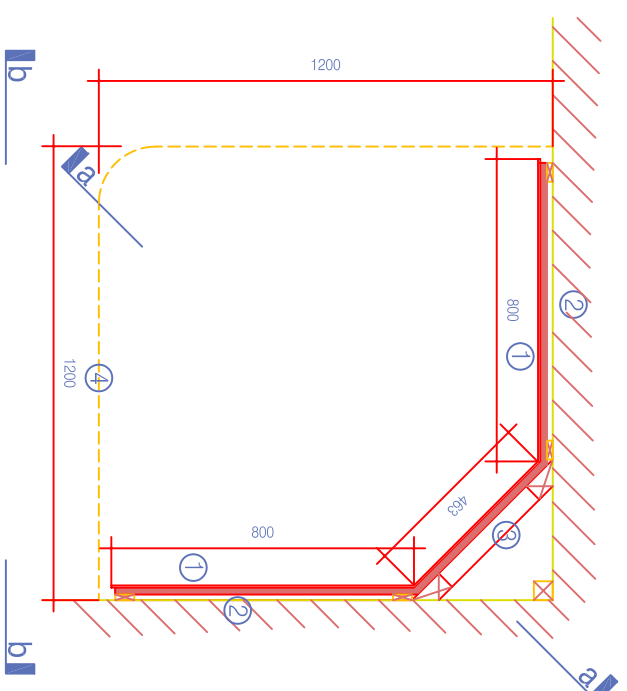
- Legend:
1. 6 mm polished mirror with 6 no fixings per mirror with chromed dome shape covers
 2. 18 mm WBP plywood screw fixed to continuous softwood packers fixed to blockwork wall. Adjust packers with slight splay to correct viewing angle.
 3. 100 x 50 mm softwood timber frame
 4. Anodised aluminium cubicle curtain rail with brackets for wall fixing. Supply aluminium suspension rod as recommended by manufacturer. Cubicle curtain in selected fabric.



section a-a



elevation b-b



plan

Minimum Standards for materials and finishes:

Core material for worktops, doors and carcasses:
Dry Fibre Board (MDF) to I.S. EN 622-5 Class E1 formaldehyde content tested to EN 120.
Moisture resistant board to I.S. EN 622-5 MDF-H, class E1 formaldehyde content tested to EN 120.

Core materials to be finished with plastic laminates to comply with I.S. EN 438, grade HGS/HGP (including vertical panels, shelves and doors).
Balancing laminate to be used in all cases.

Edges of all laminated panels (if not postformed) to be finished with solid colour laminate (2 mm thickness), PVC or hardwood edges to seal all edges.

Solid timber to comply with IS EN 942, Class J10.
FSC/PEFC chain of custody certification required for all timber and timber products, including MDF.

Metal frames:
Generally 60x30 mm mild steel frame with welded end caps and adjustable feet. Epoxy powder coated to selected RAL colour.

Ironmongery:
Stainless steel door handles, reversed fixed through doors. High quality stainless steel or nickel plated self-closing hinges (180°) and high quality cylinder style lock on masterkey system to suit the school's requirements.

Hardwood plinth size to be coordinated with skirting height in rooms.

Note:

Alternative materials and finishes of equal or higher specification and performance are permitted.
Drawings to be read in conjunction with specification.

CHANGING AREA - CD		SCALE:	1:20
		DRG No:	042
REVISION:	CHECKED BY :	DATE:	JUNE '10
REMARKS:	PREPARED BY:		

