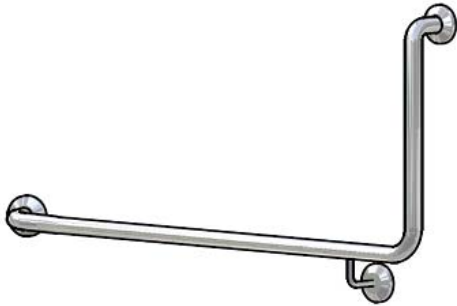


MODEL 832-006

Options:

- 832-005 Right Hand**
- 2 Peened (Safety Grip)**
- 4 Mirror Polished**
- 6 Powdercoated**

LEFT HAND GRAB RAIL 832-006



PRODUCT FEATURES:

- Surface mounted
- 32mm diameter
- Concealed fixing
- All dimensions centre to centre
- Standard - 950mm x 600mm at 90° (under slung)
- Complies with ASI428.1

PRODUCT DATA:

- For special sizes nominate:
Horizontal (A) =
Vertical (B) =

CONSTRUCTION:

FLANGES: Fabricated of type 304 (18-8), 80mm dia. 13 gauge stainless steel.

ESCUTCHEONS: Fabricated of type 304 (18-8), 22 gauge stainless steel.

One-piece drawn construction with exposed surfaces in architectural satin finish. Snap over flanges to conceal mounting screws.

TUBING: Fabricated of type 304 (18-8), 32mm (1-1/4") O.D.

18 gauge stainless steel, seamless construction with exposed surfaces in architectural satin finish. Bent ends of tubing pass through the flanges and are heliarc welded into a single structural unit for maximum strength. Intermediate supports are contour cut and joined by heliarc welding to form an integral part of the grab rail. All welds ground and polished to blend. Mandrel bending process maintains uniform rail diameter.

STRENGTH

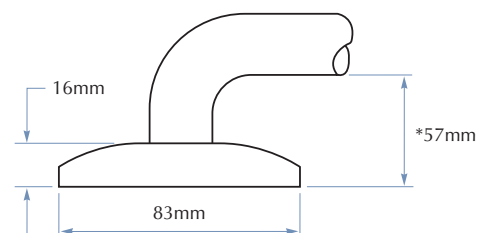
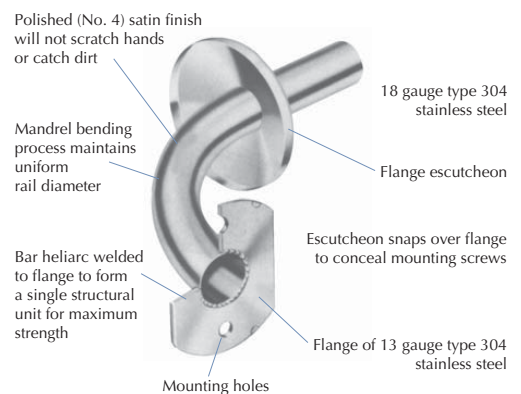
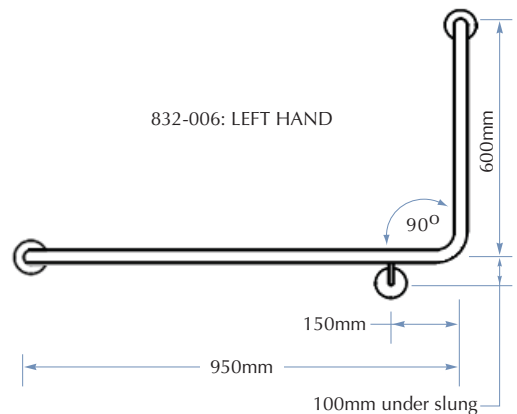
When properly mounted, all Bradley heavy duty grab rail systems meet or exceed the requirements of Australian Standard ASI428.1(2,3), of ANSI Standard A117.1, the ADA and ABA Accessibility Guidelines for Buildings and Facilities (ADAAG) and the Uniform Federal Accessibility Standard (UFAS).

INSTALLATION:

Secure to wall where adequate in-wall backing exists. Use rail as template to locate mounting holes. Drill holes and set anchors as appropriate. Mount grab rail and secure mounting screws. Snap escutcheons into place.

GUIDE SPECIFICATION:

Grab rail shall be fabricated of type 304 satin finish stainless steel with concealed mounting flanges in sizes and configurations as indicated.



CONCEALED

*50-60mm wall clearance required under most building design codes