LINIAR Bow/Bay Order Form

Document Q upgrade required – tick here []

ORDER FROM:		REFERENCE:			. REQUIRE	REQUIRED:		
SITE ADDRESS (IF REQD)								
Colour Outside – Smooth or Woodgrain								
Colour Inside – Smooth or Woodgrain		-						
Cill 85,150 or 180 and drainage type		_						
Height (including cill and frame extensions)		_						
Pole/Post Required		_						
Load Bearing (Yes / No)		_						
Frame Type Sculptured/Chamfered		_						
Sash Type Sculptured/Chamfered		_						
Bead Type Sculptured/Chamfered			Γ	Γ	Γ	Γ		
N.B. Bay plan dimensions must all								
be taken internally, but viewed								
from OUTSIDE								
	A	В	С	D	E	F	G	
Width (including extensions)	l							
Projection / Angle		1						
Transom Drop (including extensions)								
Mullion Break (including extensions)								
Handle Colour								
Trickle vent size (in sash/frame/head drip?)								
Fire/Restrictor/Std Hinge								
Glazed or Unglazed								
Energy Rating								
Glass Type / Pattern								
Georgian, Lead Etc.								
Glass Spacer Bar Colour	<u> </u>							
Additional Info:-								
	l -	1	1	1	1	1		

Liniar Co	lour Options	Chamfered Frame	Ovolo Frame	
	Smooth finish inside and	out		
White - Solid colour		RAL: 9003	•	•
Gale Grey Smooth Foil on smooth white		RAL: 7016	•	
	Woodgrain with smooth white	on inside		
Rosewood		No RAL number available	•	•
Golden Oak		RAL: 8001	•	•
Black		RAL: 8022	•	•
Chartwell Green		No RAL number available		•
Cream		RAL: 9001		•
Agate Grey (aka Painswick Green)		PAL: 7038	•	•
Anthracite Grey		RAL: 7016	•	•
Dark Red	(open in residential door sash only)	RAL: 3011		•
Royal Blue	(open in residential door sash only)	RAL: 5011		•
Olive Green	(open in residential door sash only)	RAL: 6009		•
	Woodgrain inside and o	put		
Cream		RAL: 9001		•
Rosewood		No RAL number available	•	•
Golden Oak		RAL: 8001	•	•
White Ash		RAL: 9010		•
Black		RAL: 8022		•
Grey		RAL: 7016	•	•
Irish Oak		No RAL number available		•

Patios and Bi-Fold doors DO NOT have all colour options - see their order forms for their availability