

# URBAN FR

Vertical And Roller Blind Fabric Specification

## KEY FEATURES:

<b>Fabric composition:</b>	29% PVC, 71% Fibreglass
<b>Fire retardancy:</b>	BS5867 - 2, Type B : 2008 for fire retardancy when tested in accordance with BS5438 : 1989
<b>Shading:</b>	Blockout - Recommended for computer environments
<b>Moisture resistance:</b>	Recommended for moist conditions

## STANDARD SPECIFICATIONS:

<b>Colour range:</b>	6
<b>Louvre widths available:</b>	89mm (3 1/2")
<b>Roller fabric width:</b>	180cm (72") nominal
<b>Typical fabric weight:</b>	390gsm (+/- 10)
<b>Fabric thickness:</b>	0.30mm - nominal
<b>Colourfast:</b>	Conforms to BS5867 - 1 : 2004 for light fastness to Grade 6 minimum when tested in accordance with ISO 105 - B02 : 1999
<b>Care instructions:</b>	Wipe with damp sponge; Do not wash; Do not tumble dry; Do not dry clean; Do not iron

COLOUR	HEAT		LIGHT		S-C
	T	R	T	R	
Beige	0	62	0	61	0.33
Black	0	6	0	6	0.82
Blue	0	8	0	8	0.80
Cream	0	61	0	74	0.34
Grey	0	46	0	48	0.47
White	0	72	0	88	0.25

T = % Transmitted : R = % Reflected : S-C = Shading Co-efficient. Shading Co-efficients are expressed as a decimal between 0 and 1. The lower the figure, the higher the shading efficiency of the blind.

### This data is based on:

Tests conducted using double glazed 6mm float glass with 12mm air space. Blinds are fully closed.

Shading Co-efficients are calculated for radiation at normal incidence. Standard U value is 2.75 W/M 2K = 0.49Btu/ft2hx°F.

**Important:** Performance data has been compiled with great care using the latest techniques. However, it is advisable to check actual suitability of fabrics for a particular application before use.

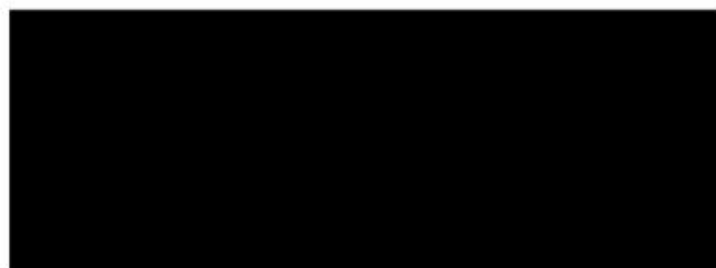
In line with our commitment to product development, specifications may be subject to change without notice.



Beige



Cream



Black



Grey



Blue



White



SK Systèmes  
Unit A1  
Yelverton Business Park  
Yelverton  
Devon  
PL20 7PE

Tel : +44 (0)1822 859 178  
Fax : +44 (0)1822 854 344  
E-mail : sales@sksystemes.net  
Web : www.sksystemes.net