

# RB Basics Manual Roller Shades

## WHY CHOOSE RB BASICS MANUAL ROLLER SHADES?

RB Basics is a solid entry point for value-conscious projects, offering smooth and reliable operating clutch technology to fit a variety of window types.

Over 70 fabrics in more than 500 colors, including our high-performance KOOLBLACK® Technology and Cradle to Cradle Certified™ fabrics.

## KEY FEATURES

Smooth and reliable operating clutch technology

Universal bracket systems

Multiple system sizes available to suit most standard applications

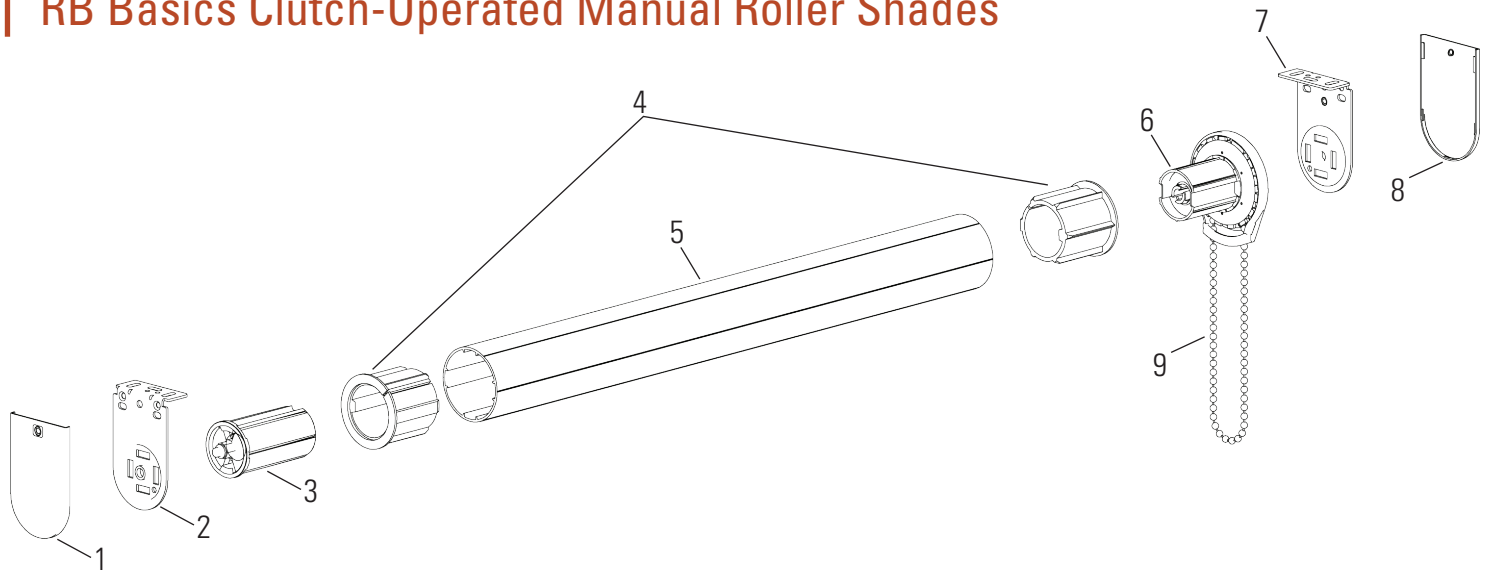
Spring-loaded idle end provides easy installation

No notch fascia systems available

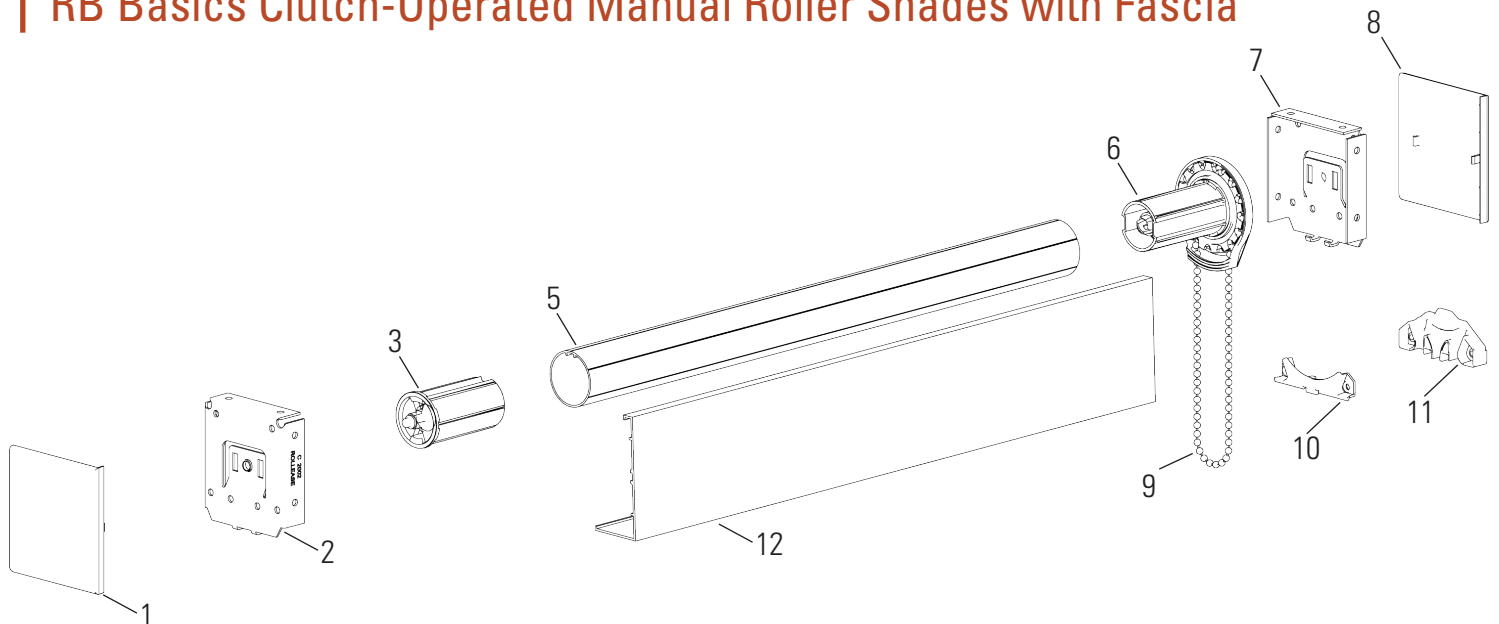
Backed by our Lifetime Guarantee



## RB Basics Clutch-Operated Manual Roller Shades



## RB Basics Clutch-Operated Manual Roller Shades with Fascia



### STANDARD PARTS

- |  |   |   |
|--|---|---|
| 1. Bracket Cover / Fascia End Cap                      | 6. Clutch<br>(Clutch Options: SL15, SL20, SL30, G200) | 12. Fascia<br>(available in 3", 4", 5") |
| 2. Bracket   | 7. Bracket  |   |
| 3. Idle End  | 8. Bracket Cover / Fascia End Cap                     |   |
| 4. Tube Adaptor<br>(needed for tubes larger than 1.5") | 9. Chain  |   |
| 5. Tube<br>(available in 1.25", 1.5", 2" and 2.5")     | 10. Chain Diverter                                    |   |
|  | 11. Chain Diverter Cover                              |   |

### PART 2 – PRODUCTS

#### 2.01 ACCEPTABLE MANUFACTURER

- A.** Hunter Douglas Architectural Window Coverings – 9900 Gidley St, El Monte, CA 91731; Phone 800.727.8953 x1; Website: hunterdouglasarchitectural.com; or architect approved equivalent.
- B.** Request for substitutions must be approved by architect minimum of 30 days prior to close of bid.

#### 2.02 MANUAL ROLLER SHADES

- A. PRODUCT:** Hunter Douglas RB Basics Manual Roller Shades

##### **B. MATERIALS:**

- 1. FABRICS:** Inherently anti-static, flame retardant, fade and stain resistant, light filtering, room darkening, & blackout fabrics providing 0% - 15% openness factors. Fabric weights to range between 6.00 oz/ sq.yd. – 20.70 oz/sq.yd containing fiberglass, PVC, polyester, acrylic, vinyl laminates, cotton, & vinyl coatings. Finish selected by architect from manufacturer's available commercial colors.
- 2. CONTROL SYSTEM:** Pulley clutch operating system of self-lubricating, uv stabilized fiberglass reinforced nylon construction and tempered high carbon steel internal springs, designed for smooth, trouble-free operation, precise control, and uniform aesthetics. Adjustment free continuous qualified #10 stainless steel ball chain (110 lbs test).
- 3. ROLLER:** Circular-shaped extruded aluminum tubes with

thicker wall & ribs provide additional strength while locking into place the clutch and end plug. 2 ½ inch outside diameter extruded tube to have a 0.09 wall thickness. 2 inch outside diameter extruded tube to have a 0.062 wall thickness. 1 ½ inch outside diameter extruded tube to have a 0.060 wall thickness and 1 ¼ inch outside diameter extruded tube to have .065 wall thickness providing strength & durability.

- 4. SPRING-LOADED PIN END:** UV Stabilized, self-lubricating nylon outside sleeve and center spring-loaded shaft providing bearing surfaces on which the roller tube rides ensuring smooth, wear-resistant operation and ease of installation. 100-pound capacity.
- 5. HEMBAR:** Extruded aluminum flat bar, heat sealed and completely enclosed into a 2 inch pocket. Some fabrics may require external hembar.
- 6. MOUNTING HARDWARE:** Manufacturer's standard .07 inch nickel-plated, C1008/ 1010 cold rolled steel. End plug bracket shall have a lock down retainer device. Brackets are reversible for right or left-hand installation.
- 7. ADDITIONAL OPTIONS AVAILABLE:** Fascia, Back plate, Side Channels, Sill Channels, Motorization, 4 Clutch Sizes, Fabric Wrapped Hembar, Dual Shades, Coupled Shades, Extruded Pockets, Reverse Roll.

#### 2.03 FABRICATION

- A.** Shade measurements shall be accurate to within +\_ 1/8 inch according to specifications established by Hunter Douglas engineering standards