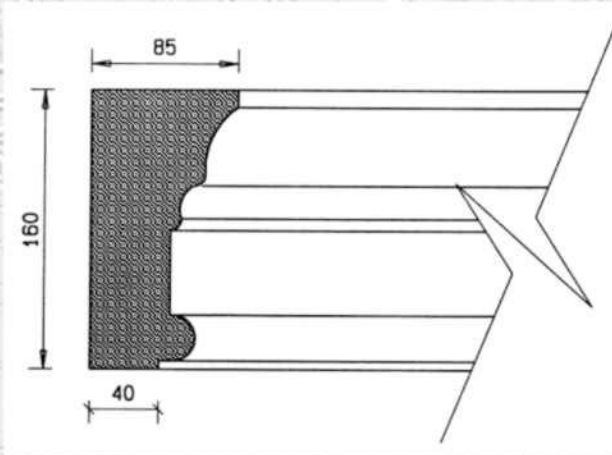


# VENEER MOULDINGS ○ FINEER LYSWERK

## Fascia Veneer

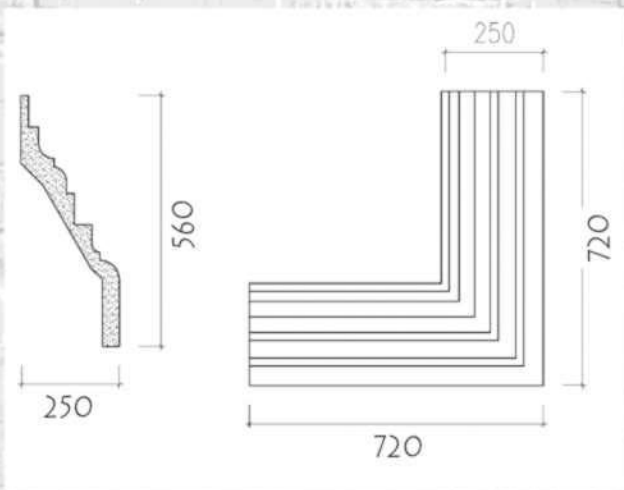


**1VEN001/1800**  
1890L x 160H x 40B  
40kg

VARIABLE LENGTHS AVAILABLE  
Up to 1800m

**Also available in concrete**  
**Variable lengths up to 1200m**

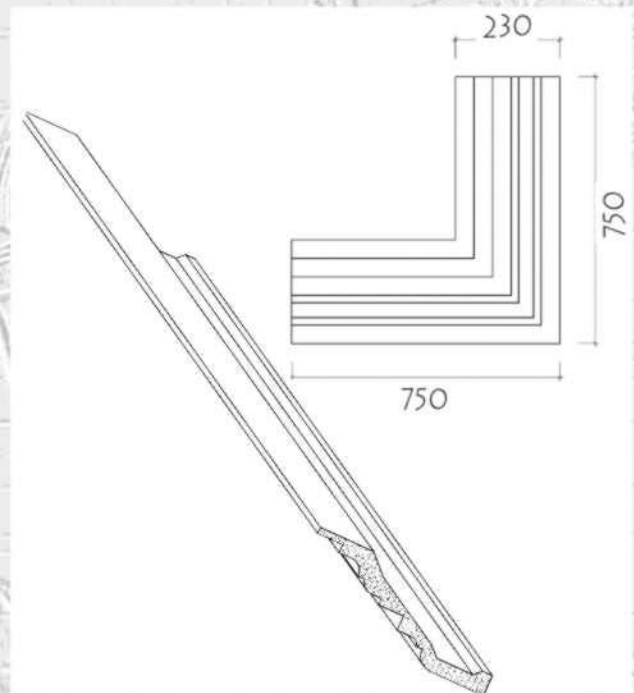
## NPB Facia Veneer medium



**7VEN002/1500**  
1500L x 500L x 560H x  
250 thick  
**7VEN002OC**  
Outside corner  
500L x 500W x 560H x  
260 thick

**7VEN002IC**  
Inside corner  
720L x 720W x 560H x 250  
thick

## NPB Facia Veneer large

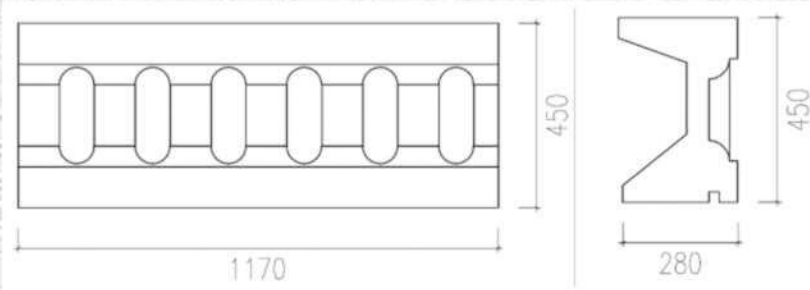


**7VEN003/1500**  
1500L x 720H x 230  
thick  
45kg

**7VEN003OC**  
Outside corner  
500L x 500W x 720H x 230 thick  
**7VEN003IC**  
Inside corner  
750L x 750W x 720H x 230 thick

## VENEER MOULDINGS ○ FINEER LYSWERK

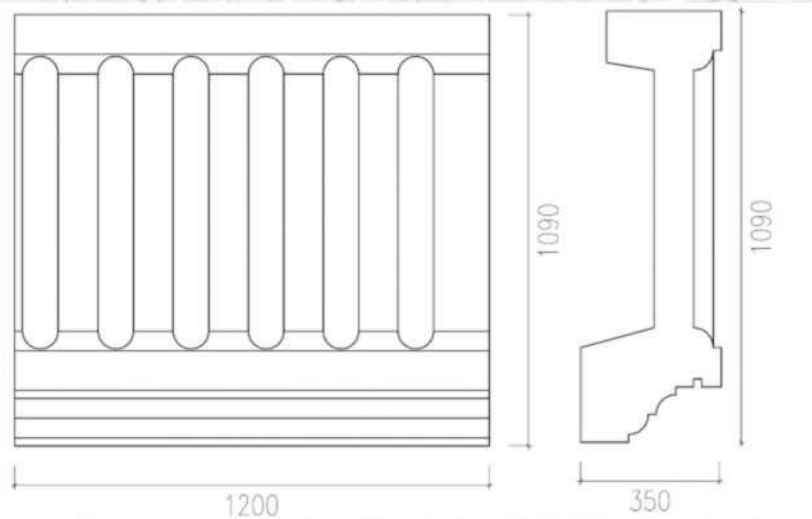
### Veneer F (GRC)



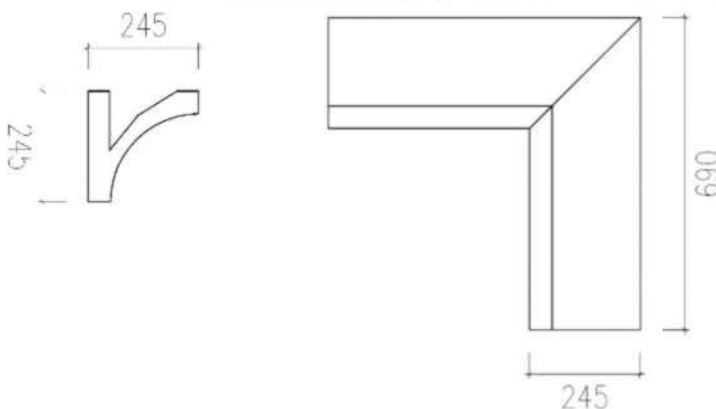
**7VEN014/1200**  
1200L x 450H x 290W  
34,18kg  
**7VEN014/1500**  
1500L x 450H x 290W  
42,73kg

### Veneer G (GRC)

**7VEN016/1200**  
1200L x 1090H x 350W  
77,36kg  
**7VEN016/1500**  
1500L x 1090H x 350W  
99,20kg



### Atelier Veneer



**7VEN017/1000**  
Straight  
1000L x 245H x 245W  
17,33kg  
245H x 245W  
**7VEN017IC**  
Inside corner  
690L x 690W x 245H x 245 thick  
17,67kg  
**7VEN017OC**  
Outside corner  
490L x 490W x 245H x 245 thick  
17,67kg

### Installation of GRC Pediments and Veneer Mouldings

Use a 8mm drill bit and round 8mm bar

Drill holes 200mm from each side in moulding/veneer. Line pediment/moulding against the wall with building line + spirit level.

Drill holes in wall according to pediments/moulding.

Fill holes in wall + mould/pediment with plaster sicadu or epedermix and secure mould/pediments against wall with 8mm rods that fits in the holes.

Fixing foam can also be used at places where it is difficult to plaster.

The above information is attended as a guide line and Style Decor will not be held responsible for installation undertaken.

Take Note: The tolerance of  $\pm 5$ mm is the excepted practice. The customer maybe required to trim GRC products to fit application.