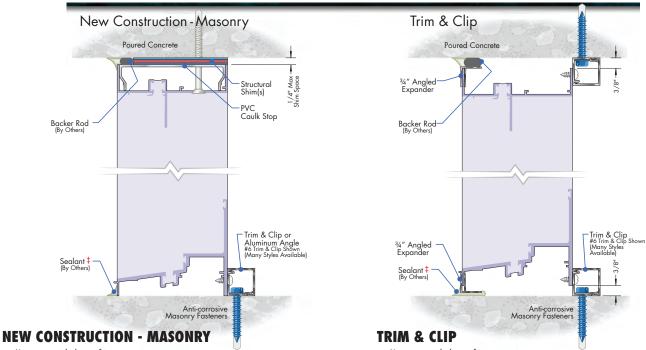


## **Impact Systems Installation Methods & Accessories**

4" Systems Shown, Other Frame Depths Similar (2" thru 6") HURRICANE-RESISTANT



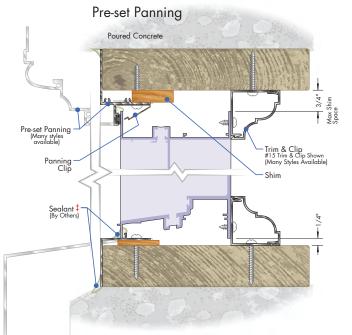
- Narrowest sight-lines of impact-resistant systems
- Adds historical interior detail; softens aluminum windows' appearance
- Avoids potential anchor leaks within window sill area

## Receptor & Sill Starter Steel Framing - Size & Gauge as Required Receptor Receptor Structural Shim(s) Blocking as Required; Install Before Cladding Starter Sealant Starter

## RECEPTOR & SILL STARTER

- Highest water performance available
- Allows for thermal expansion without stressing seals
- Accommodates for rough opening variance during construction
- Window can be installed from the inside
- Perimeter sealing can be done from the interior
- Keeps anchors out of window water tank

- Narrowest sight-lines of impact-resistant systems
- Adds historical interior detail; softens aluminum windows' appearance
- Avoids potential anchor leaks within window sill area



## **PRE-SET PANNING**

- Replicates exterior & interior architectural features facilitating historic retrofit applications
- Adds historical interior detail; softens aluminum windows' appearance
- Minimizes repairs to existing exterior & interior finishes
- Window can be installed from the inside
- Perimeter sealing can be done from the interior
- Avoids potential anchor leaks within window sill area

‡CAUTION: Use care when applying sealant near weeps so as not to interfere with proper water drainage

\*PLEASE NOTE: The illustrations shown are informational only as anchorage requirements vary widely according to application, product size and performance constraints. Contact Graham's Technical Services Department at 800-755-6274 for project application assistance.

Check website for most current information including other installation and hardware options: www.grahamwindows.com 1551 Mt. Rose Avenue, York, Pennsylvania 17403-2909 • email: info@grahamwindows.com • (800) 755-6274 • 717-849-8100