

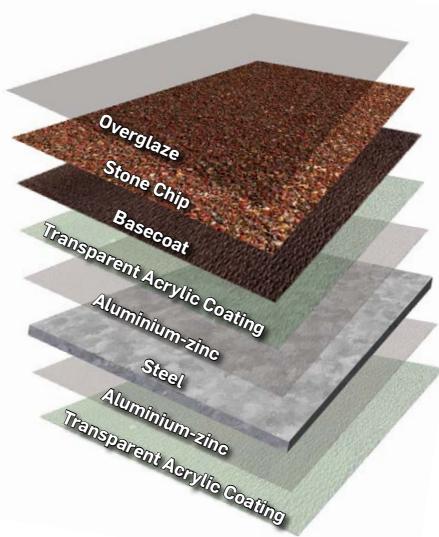
CORONA SHAKE SPECIFICATION

TECHNICAL DATA



Overall Length	1330 mm
Length of Cover	1250 mm
Overall Width	420 mm
Width of Cover	371 mm
Up stand	26 mm
Down turn	24 mm
Roof Cover	0.464 m ²
Tiles per m ²	2.16
Weight/panel	3.05 kg
Weight/area	6.58 kg/m ²
Batten space	371 mm

MATERIAL STRUCTURE



STEEL SPECIFICATION

The Gerard Corona shake is made of aluminium-zinc alloy coated steel. The grade of steel used is designed to allow forming without cracking or significant elastic recovery and at the same time to be rigid enough to tolerate reasonable loads without excessive deformation.

Nominal Thickness	0.43 mm
Steel Grade	G300
	S280GD
Aluminium-Zinc Coating Mass	150 g/m ²
Aluminium-Zinc Coating Grade	AZ150

COATING SPECIFICATION

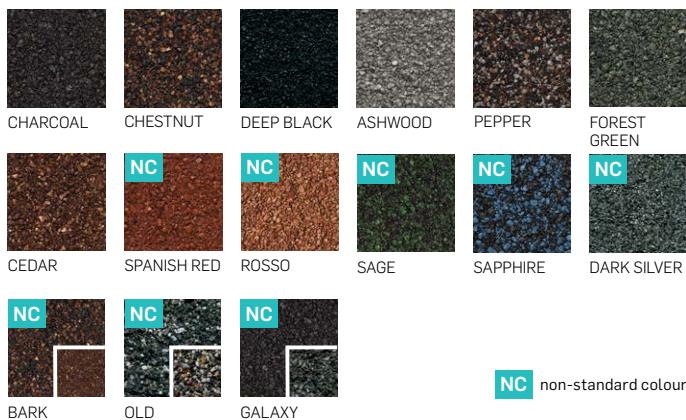
Overglaze: Clear 100% acrylic resin coating for granule binding and a semi-gloss finish. It helps enhance the appearance as well as increase the resistance to physical damage.

Stone Chip: Carefully selected granules provide excellent surface coverage and attractive natural lasting colours.

Basecoat: A tough opaque coating based on acrylic resin. It bonds the stone chips and protects the underlying layer from water and UV radiation. It has good UV resistance and retains its flexibility although it does become harder after the first few weeks.

Transparent coatings: Both sides of the aluminium-zinc alloy coated steel are coated with a transparent layer that provides protection and a uniform substrate for further coatings. This transparent coating allows identification of the aluminium-zinc substrate to be made by distributors and customers.

COLOURS



NC non-standard colour

TEXTURED SURFACE

Standard natural rock granules from New Zealand are applied to provide an attractive textured finish which at the same time enhance resistance to UV radiation. If colours other than the limited range of natural colours are required, the same durable natural rock granules are ceramic coated with lightfast heat resistant pigments.

MANUFACTURING CERTIFICATES

