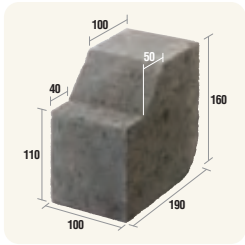
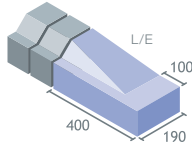


Kerb-Sett and Accessories

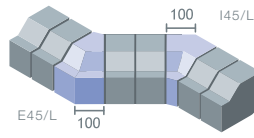
System L – Low-Rise Kerb-Sett & Accessories



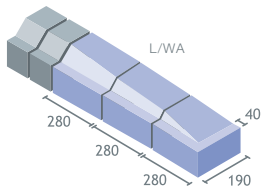
Standard Block in low-rise position (System L)



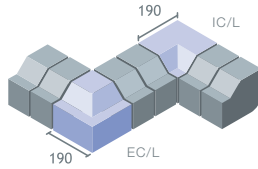
Low-rise End Blocks (supplied in handed pair)



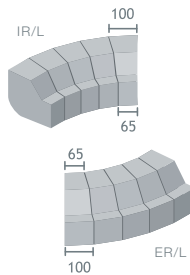
Low-rise 45° Angles



Low-rise Wheelchair access (ramp gradient 1:16, supplied as handed sets totalling six)



Low-rise Right Angles

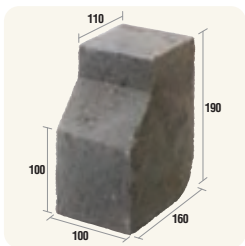


Low-rise Radius Blocks

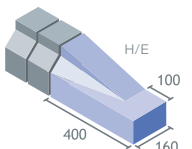
Internal Radius (using Type IR/L)		
Radius	Use	Approximate blocks per circle
390mm	All radius	36 radius
690mm	2 radius to 1 standard	36 radius + 18 standard
960mm	1 radius to 1 standard	35 radius + 35 standard

External Radius (using Type ER/L)		
Radius	Use	Approximate blocks per circle
1150mm	1 radius to 1 standard	35 radius + 35 standard
880mm	2 radius to 1 standard	36 radius + 18 standard
580mm	All radius	36 radius

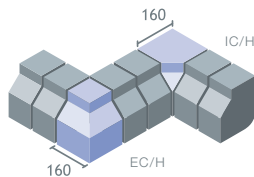
System H – High-Rise Kerb-Sett & Accessories



Standard Block in high-rise position (System H)

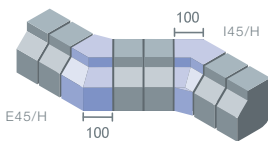


High-rise End Blocks (supplied in handed pair)

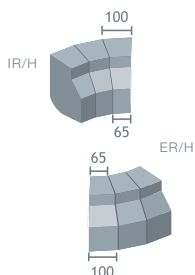


High-rise Right Angles

Internal Radius (using Type IR/H)		
Radius	Use	Approximate blocks per circle
250mm	All radius	25 radius
475mm	2 radius to 1 standard	26 radius + 13 standard
690mm	1 radius to 1 standard	26 radius + 26 standard
1000mm	All standard	62 standard*



High-rise 45° Angles



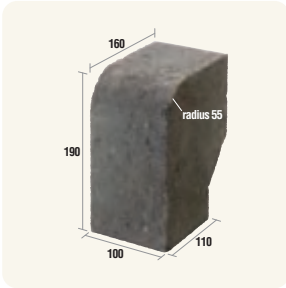
High-rise Radius Blocks

External Radius (using Type ER/H)		
Radius	Use	Approximate blocks per circle
1000mm	All standard	52 standard*
850mm	1 radius to 1 standard	26 radius + 26 standard
630mm	2 radius to 1 standard	26 radius + 13 standard
410mm	All radius	25 radius

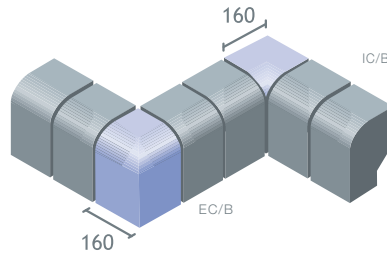
*Approximate joint taper: 0 to 20mm

System B – Bullnose Kerb-Sett & Accessories

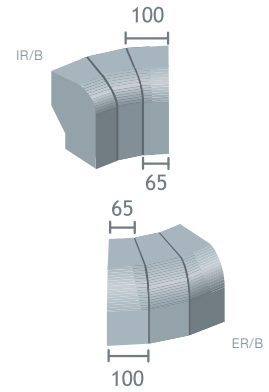
For internal and external radii quantities, see the System H table on opposite page.



Standard Block in Bullnose position

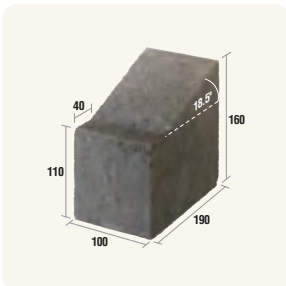


Bullnose Right Angles

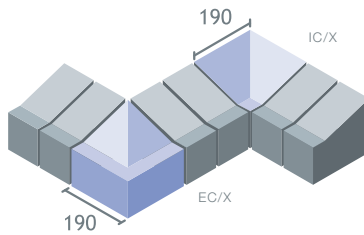


Bullnose Radius Blocks

System X – Crossover Unit & Accessories



Low-rise crossover block



Low-rise crossover Right Angles

Dished Channel Unit – System C

