

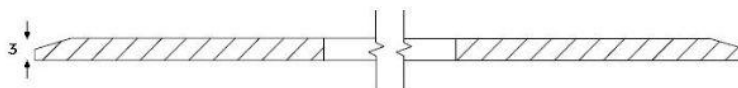
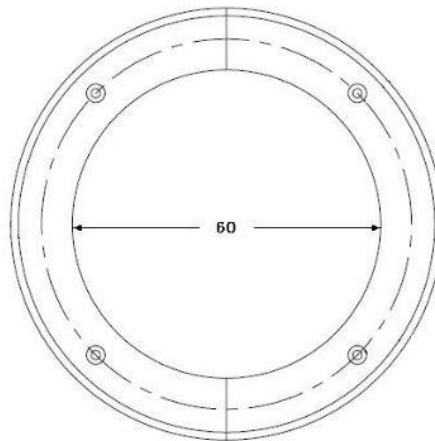
Product Specification:



- Countersunk hole fixings
- Split in 2 halves
- Satin finish 320 grit polished
- Easy to install.

Product Dimensions:

Reference	Internal Diameter	Thickness
KPR50/02	50mm	2mm
KPR50/03	50mm	2mm
KPR60/02	60mm	2mm
KPR60/03	60mm	3mm



Options:

Stainless Steel Grade	Finish	Thickness	Fixing Holes	Construction
304	Satin Finish 320 Grit Polished	Cast In	Countersunk	1 piece
316	Electropolished	Flange	None Required	2 piece
	Bead Blasted	Buried Flange		3 piece
	Bead Blasted & Electropolished	Hidden Flange		
	320 grit polished & Electropolished			
	Powder Coated			

Overview:

Designed to be easily cleaned with tight, smooth joints to ceiling, wall or floor finishes providing a virtually crevice free surface.

Maintenance:

Stainless Steel:

Clean the stainless steel components using warm water with a mild detergent with a non abrasive cloth or sponge. Heavier stains may require the use of a nylon scouring pad or a stainless steel cleaner. To remove paint or graffiti (or light concrete splashes) use a cloth and alkaline or solvent paint strippers according to type of paint.

For Satin Finish Stainless try to follow the direction of the grain when cleaning vigorously or polishing. For Bead Blasted Finish use a circular motion.

Rust spots or 'tea stains' can occur on the surface of the material, these are normally caused by contamination from ordinary mild steel, particularly in areas where construction work has been undertaken.

Where contamination of the stainless has occurred from ordinary mild steel coming into contact with the stainless, use Rust Remover 410. In cases where the surface is severely stained as a result of severe environmental conditions or scratched due to misuse, it may still be possible to restore the original finish using chemicals such as Oxalic Acid solution. There are many stainless steel polishes available to enhance the surface finish. We recommend [Mister Stainless Ltd.](#) as a provider for stainless steel cleaning products