

All dimensions shown are in millimetres

Test pressure: 18 BAR
Max working pressure: 12 BAR
Max working temperature: 95° C

All steel construction: dia 25mm x 1.5mm tubes
Connections: ½ inch BSP middle tappings

Heat output determined in accordance with EN 442

Manufactured for Bisque by Zehnder of Poland

	Output - Painted			Output - Chrome			Water			Connection Fixing		
Model	ΔT=30K	ΔT=50K	n	ΔT=30K	ΔT=50K	n	Content	Weight	Height	Length	Centres	Centres
	Watts	Watts		Watts	Watts		litres	kg	± 2mm	± 2mm	± 2mm	± 2mm
ARB-120-5	0 177	336	1.26	124	233	1.26	2.3	4.6	1230	525	200	1095



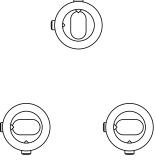
Stepladder (for taller radiators)

Electric drill Masonry drill bit Spirit level

Tools & Material Required	Key	Component	Qty
Suitable valves	Α	Air Vent - 1/4"	1
PTFE tape	В	Wall Plug	3
Silicone thread sealant	С	Bracket	3
Tape measure	D	Screw, 7mm dia x 70mm	3
Allen key - 13mm & 12mm (when installing Bisque valves)	E	Grub Screw	6
Spanner - 17mm	F	Allen Key - 3mm	1
Screwdriver - large flathead			



fig 1. Bracket Positions



Assembly Instructions

Sufficient PTFE tape must be applied to valve-tail threads prior to their installation.

Silicone thread sealant should be applied to all threaded components manufactured with 'O-rings'.

Fit valve tails, using correct size Allen key.

Fit air vent (A).

Accurately mark out bracket holes on wall using spirit level, to dimensions as shown on Technical Data Sheet.

Depending on radiator height, drill three holes to a minimum depth of 65mm & insert wall plugs (B).

Attach brackets (C) to wall with screws (D).

Position brackets (C) on wall with grub screw holes as shown in figure 1 for maximum rigidity before tightening screws (D).

Hang radiator onto brackets (C) by inserting lugs into brackets (C).

Tighten grub screws (E) with Allen key (F).

Plumb radiator to heating circuit with flow opposite air vent.

This radiator should be installed onto a central heating system that has been cleaned/flushed and contains water treatment and inhibitors in accordance with BS7593.

