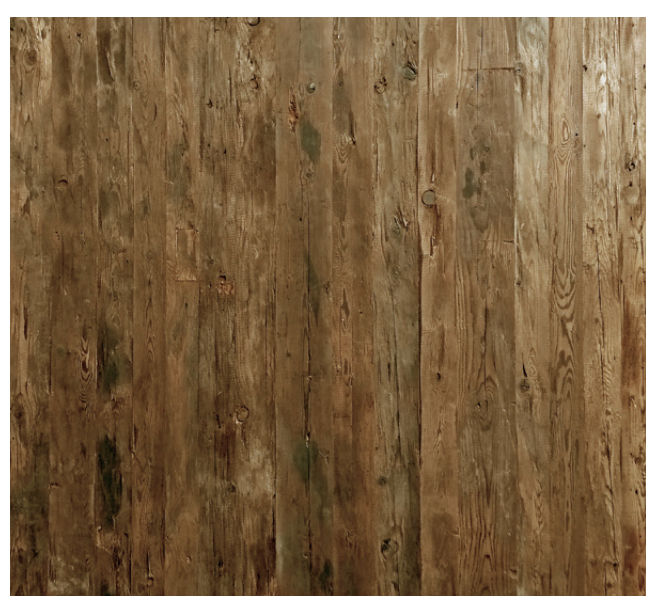
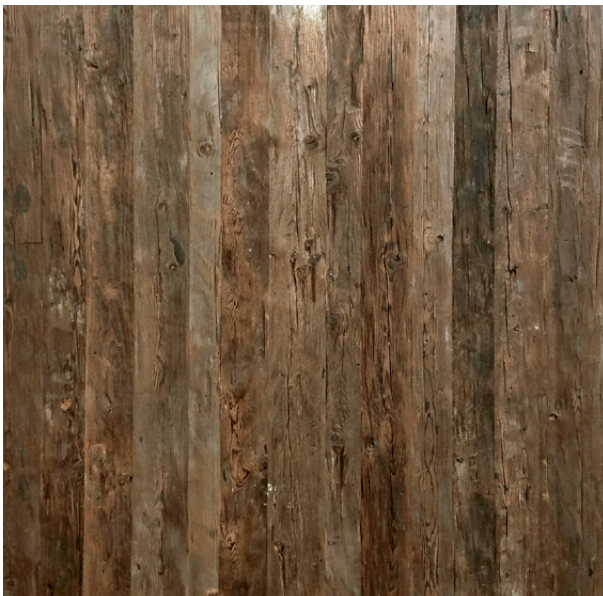


RECLAIMED WOOD HACKED H3

AH H3: Reclaimed wood from originally hacked, steamed beams; surface full of character, heartwood, compression wood, resin pockets, nail holes, trenails, spike knots, knots, black knots, cracks, bark ringed knots, mechanical damages, worm holes and joints on the short ends acceptable; blue stain is not acceptable; knotholes are professionally filled. Lamellas are jointfree placed.
Bottom layer CG: Spruce steamed, surface not filled, no special quality specifications.

ELEMENTS



Grading	Thickness mm app.	Length mm (Width 2030 mm)	Top layer thickness mm	Top layer width mm	Middle layer (subject to availability)	Packaging pack./palett
AH/CG (suitable for sauna use)	22	1800 - 3900 (subject to availability)	8	Mix	BML or SML-Spruce	25

Panels are glued SWP/2 NS (non structural): solid wood panels for non-structural use in wet areas, with regard to appropriate constructional protection also suitable for exterior use (sheltered areas).
Legend: SML = strip core, BML = board middle layer.
More information concerning fire classification in the accompanying information to CE-marking.

Technical information					
More information (for example concerning fire classification) in the accompanying information to CE-marking at http://www.admonter.eu/en/downloads					
Type of wood	Thickness (mm)	Middle layer	Weight [kg/m ²]	Moisture content [%]	Lambda [W/m K]
Reclaimed Wood hacked H3	22	Spruce	10,4	7+/-2	0,12

The photos show the range of possible colours.
You can find more detailed information at: admonter.at



CHARACTERISTICS BILDER RECLAIMED WOOD HACKED H3

ELEMENTS

Die Abbildungen zeigen exemplarische Erscheinungsbilder, die holztypischen Merkmale variieren von Platte zu Platte. Abweichungen in Farbe und Holzstruktur sind naturbedingt und unvermeidbar. Für weitere Infos und Bemusterungen wenden Sie sich bitte an Ihren Admonter Fachhändler.



Die Abbildungen zeigen einige Merkmale dieses Plattentyps.



You can find more detailed information at: admonter.at