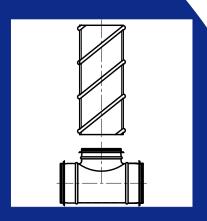


Installation instructions



Preparation

All material needs to be clean.

Shortening of the ducts

Cut each duct with a right angle. Trim the shortened duct.

Mounting of the fittings

- Check the ducts, fittings and rubber seals for imperfections.
- Slide the end of the insert length of the fitting up to its swage.

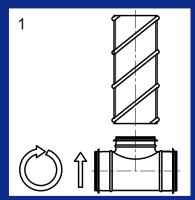
 Turn the fitting slightly to make the mounting easier. (1)
- Mount the fittings to the duct with drill quicks or pressure tight blind rivets. (2)
- The table below shows the required number of drill quicks or pressure tight blind rivets per diameter duct:

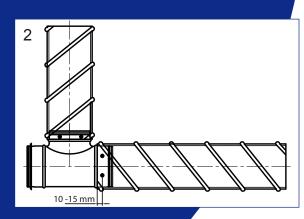
Ø Duct (mm)	Minimum Ø drill quicks (mm)	Number
80 - 125	3,2	2
140 - 250	3,2	3
280 - 630	3,2	4
710 - 1250	4,0	12

- Use as short as possible drill quicks or pressure tight blind rivets.
- Distribute the drill quicks or pressure tight blind rivets evenly.
- Prevent damage to the rubber seal by mounting the drill quicks or pressure tight blind rivets 10-15 mm from the end of the duct.
- In case of wrong mounting blind the rivet holes.

Want to watch right away? Then scan the QR-code for the installation video:











KEN-LOK Fittings With ease a higher air tightness

Unique features

- Air tightness class ATC2
- Fast and easy installation
- Less mounting material (no tape)
- Ideal for visible places



KEN-LOK implies:

- Double lip rubber seal at each side of the fitting
- The double lip rubber seal is integrated with the 'Soft-Edge' technology (rolled over edge)



- Fast and easy installation
- Easy to adjust even during the installation by turning the fitting
- Less mounting material (no tape)
- A dry and clean surface is no longer a necessity (no tape)
- Easy installation (especially in hard to reach locations)
- Ideal for visible places

Through the KEN-LOK program optimal quality

These are the international standards that our ventilation products comply with:

 Fittings NEN-EN 1506:2007 - NEN-EN 12237:2003 - NEN-EN 10346:2015

> Scan the QR-code for the KEN-LOK program:







