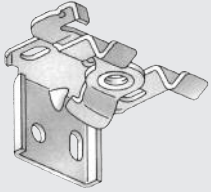


venetian blinds

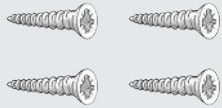
fitting instructions

fittings

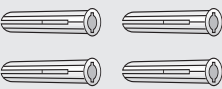
- 1** Brackets: quantity to suit length of blind



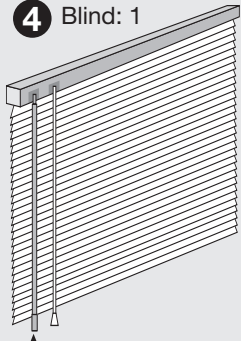
- 2** Screws: min 4



- 3** Rawl plugs: min 4



- 4** Blind: 1



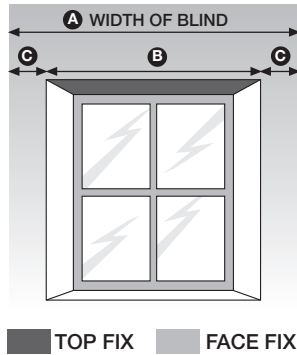
Detachable wand control (15mm/25mm/35mm)

Outside Recess

If fitting the blind outside the window, measurements **(C)** will need to be the same. To work out **(C)**, simply minus **(B)** from **(A)** and divide the answer by two. Follow instructions for FACE FIXING

Inside Recess

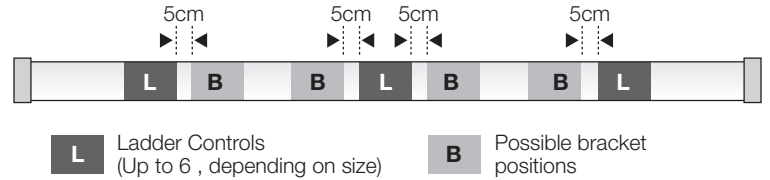
Decide whether to FACE or TOP FIX. FACE FIX to fit the bracket to the window frame. TOP FIX to the lintel if the window frame is uPVC, or if there are any obstructions, e.g. window handles.



step one

Place blind in fitting position and tilt forward to show ladder controls. When fitting the brackets, you will need to leave at least 5cm either side of controls.

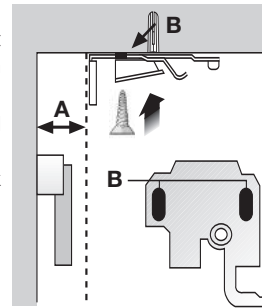
View from above



step two

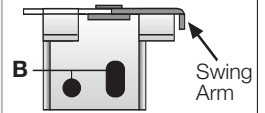
Top Fixing

Measure the distance that any handles protrude from the frame, **A**. Mark this measurement on the lintel and use it to position the back of the bracket. Mark the position of holes **B** and screw bracket to lintel using screws and rawl plugs supplied.



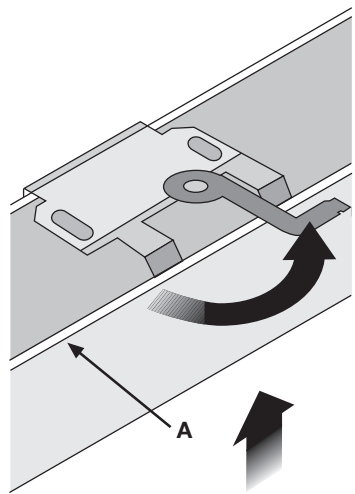
Face Fixing

Position bracket with swing arm facing towards you, and mark holes **B**. Screw bracket in place. Use rawl plugs if fitting to the wall.



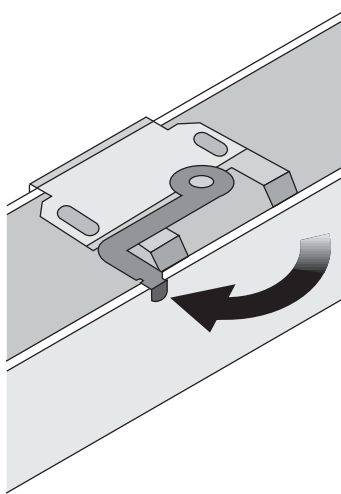
step three

Push swing arm anti-clockwise as far as it will go. Now clip the blind over the bracket, first easing the front lip of the headrail **A** in to place.



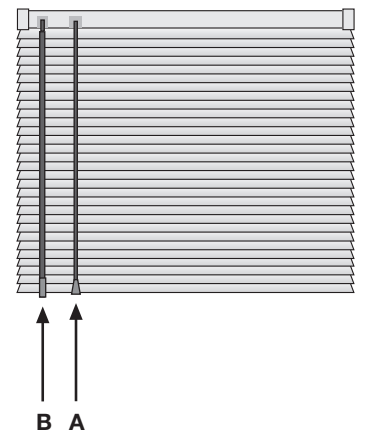
step four

Push swing arm clockwise until it locks in to place, firmly holding the blind headrail.



step five

Use cord control **A** to raise and lower the blind. The wand control **B** turns to adjust the slat angle*.



*On 50mm blinds slat angle is adjusted by cord control.

step six

WARNING

IN THE INTEREST OF SAFETY, IT IS ADVISABLE TO KEEP ALL PULL CORDS AND CHAIN/BEAD CORDS OUT OF THE REACH OF CHILDREN.