

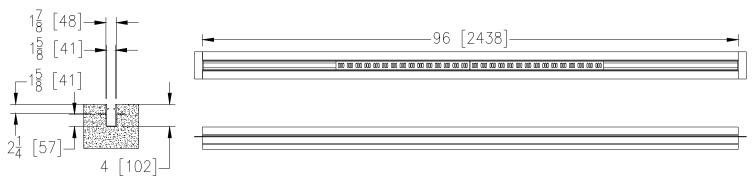
ZA880-1561-5/8[48] WIDE REVEAL TRENCH DRAIN SYSTEM

SPECIFICATION SHEET

TAG

Dimensional Data (inches and [mm]) are Subject to Manufacturing Tolerances and Change Without Notice

SPECIFYING ENGINEER IS RESPONSIBLE FOR CONCRETE ENCASEMENT AND REINFORCING BASED UPON APPLICATION AND LOCAL CODES



ENGINEERING SPECIFICATION: Zurn ZA880-156

Channels shall be 96 [2438] long, 1-7/8 [48] wide reveal, 1-5/8 [41] throat, and have a 3-7/8 [98] invert. Modular channel sections shall be made of 0% water absorbent Aluminum Alloy T-6063T5. Shall have a positive mechanical connection that will not separate during the installation. Channels shall weigh less than 2 lbs. [0.91 kg] per linear foot, have a Manning's coefficient of 0.002 and neutral 0% built in slope. Channels shall be flanged on both sides to mechanically lock into the concrete surround. Shall be provided with standard BZ Bronze Decorative grates that do not lock down and not intended for dynamic traffic loading. Zurn 1-7/8 [48] wide reveal Bronze Decorative Grate conforming to ASTM specification B584 Copper Alloy No. 844. Decorative Bronze grate is rated class A per the DIN EN1433 top load classifications. Supplied in 24 [610] with 3/4 [19] bearing depth. Grate has an open area of 2.26 sq. in per ft. [4,773 sq. mm per meter]. Trench is anodized after extrusion to match grate color. Trench and grate shall be produced in the U.S.A.

	TIONS (Check/specify appropriate options) Eight-foot, Extruded Aluminum *
SUFFIX OPT	TIONS (Check/specify appropriate options)
E1 (ers Add/Each Closed End Cap 1-1/2 [38] No-Hub Bottom Outlet
AWG / AZ / BZ I	s (Load Classifications are per DIN EN1433) Aluminum Wire Grate - Class A Aluminum Decorative Grate - Class A Bronze Decorative Grate - Class A* Nickel Bronze Decorative Grate - Class A
Miscellaneous Options	
	1/8 [3] Weep Hole Above Flange Clamp Collar and Pan (includes-K)

-LF

Leveling Feet



*REGULARLY FURNISHED UNLESS OTHERWISE SPECIFIED

REV. B DATE: 06/21/13 C.N. NO. 129539

PROD./DWG. NO. ZA880-156