



PHOENIX

TAPWARE, SHOWERS & ACCESSORIES

Channel Drain Assembly Guide

Phoenix Channel Drain: Fixed length

The outlet provided with the Phoenix Channel Drains is supplied loose and will require assembly on site. This provides greater flexibility to the installer.

1. Measure where you would like the outlet to be installed on the channel, ensure this aligns with the plumbing underneath the channel. Measure twice cut once!
2. We recommend the use of a tungsten carbide cutter to drill through the channel.
3. When ready to drill, place some timber or equivalent product on the underneath side of the channel. When the drill bit goes through the channel it will have something to connect and hold on to.
4. Always drill from the top down on the V channel.
5. It is recommended that the drill is used at a slow speed and add water or drilling lubricant if required.
6. File the sharp edges if required. Use sandpaper to smooth.
7. Using a metal epoxy glue, fit the outlet to the underneath side of the channel. Apply the glue to both the channel and the outlet plate.
8. Always install the outlet on the underneath side of the channel.
9. If required, feel free to add some clear silicone to the joins, this will also help prevent any water escaping the channel.
10. Allow enough time for the glue to dry. Check manufacturer's details for information.
11. Your Phoenix channel drain is ready to use!

Phoenix Channel Drain: Variable Length with loose end caps

1. Measure and mark the length of the channel you require. Allow 10mm for the end caps (5mm each end).
2. Cut the channel to length. You can use an angle grinder with Metal Cutting Disk
3. Cut the insert grate to size, allow enough room for the insert to fit into the trough. The grate will need to be removed for cleaning so ensure the fit is not too tight. Allow a maximum clearance of 10mm (5mm each end).
4. Fit the end caps at either end using a metal epoxy glue.
5. Follow steps 1-10 as per the fixed length instructions above.
6. Your Phoenix Drain is ready to use!

