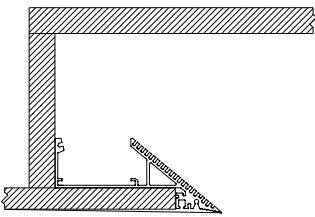
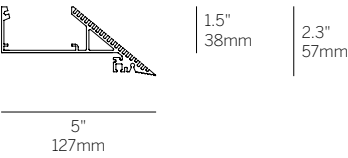
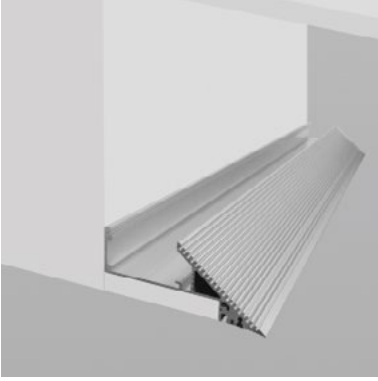


# Edgeless P Nose Cove

4 Sided Pattern Coffer Submittal

Project Name \_\_\_\_\_ SO# \_\_\_\_\_

Fixture Type \_\_\_\_\_ PO # \_\_\_\_\_



Gypsum Ceiling Mounting.  
Can be installed in Cove or Coffers.

### Ordering Information

WG-EPN	RPT			R	
Model	Fixation	Pattern	Length	Finish	Options
WG-EPN	RPT	PC <sup>1</sup>	A A x B A x B x C A x B x A x B	R	LEC REC LREC LWR RWR

### Luminaire

- Cove system featuring plaster-in precision knife edge for clean, minimal effect. Non-illuminated.
- Complete system for wall to wall installations.
- Lengths and angles factory cut to exact field dimensions.
- Unpainted finish.

### Fixation

- RPT = Recessed plaster trim

### Pattern

- S = Straight run
- PC = Standard patterns coffer 2, 3 or 4 sided with 90° corners<sup>1</sup>
- PR = Standard patterns raft 2, 3 or 4 sided with 90° corners<sup>1</sup>
- PZ = Non-standard patterns and/or corners other than 90°, consult factory<sup>1</sup>

### Length

- A, B, C = specify inches to the nearest 0.25" (i.e. 72.25") For patterns specify each length (i.e. 2 sided: A x B = 72.25" x 48"; 3 sided: A x B x C; 4 sided: A x B x A x B)

### Finish

- R = Unpainted Finish

### Options

- LEC = Left end cap
- REC = Right end cap
- LREC = Left & Right end caps
- LWR = Left wall return
- RWR = Right wall return

1 See pattern specsheet

### Customer Approval

Company \_\_\_\_\_

Approved Signature \_\_\_\_\_

Approved with corrections noted Print Name \_\_\_\_\_

Revise and Resubmit Date \_\_\_\_\_

Original Submission Date \_\_\_\_\_

# Edgeless Plaster Nose

Submittal - Pattern Coffer 4 Sided

Project Name \_\_\_\_\_ SO# \_\_\_\_\_

Fixture Type \_\_\_\_\_ PO# \_\_\_\_\_

System	Qty.	Overall Length	
		'A'	'B'
1	_____	_____	_____
2	_____	_____	_____
3	_____	_____	_____
4	_____	_____	_____

**Customer Approval** Company \_\_\_\_\_

Approved Signature \_\_\_\_\_

Approved with corrections noted Print Name \_\_\_\_\_

Revise and Resubmit Date \_\_\_\_\_

\* overall length of finished mounting surface

