



Wall Mounted Grab Bar SGB

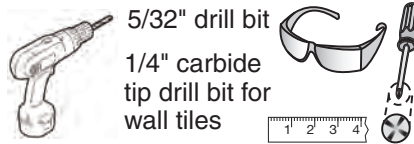
Installation Instructions



Model Numbers

- SGB-24..... 24 inch ADA Grab Bar
- SGB-36..... 36 inch ADA Grab Bar
- SGB-42..... 42 inch ADA Grab Bar

Tools and Materials



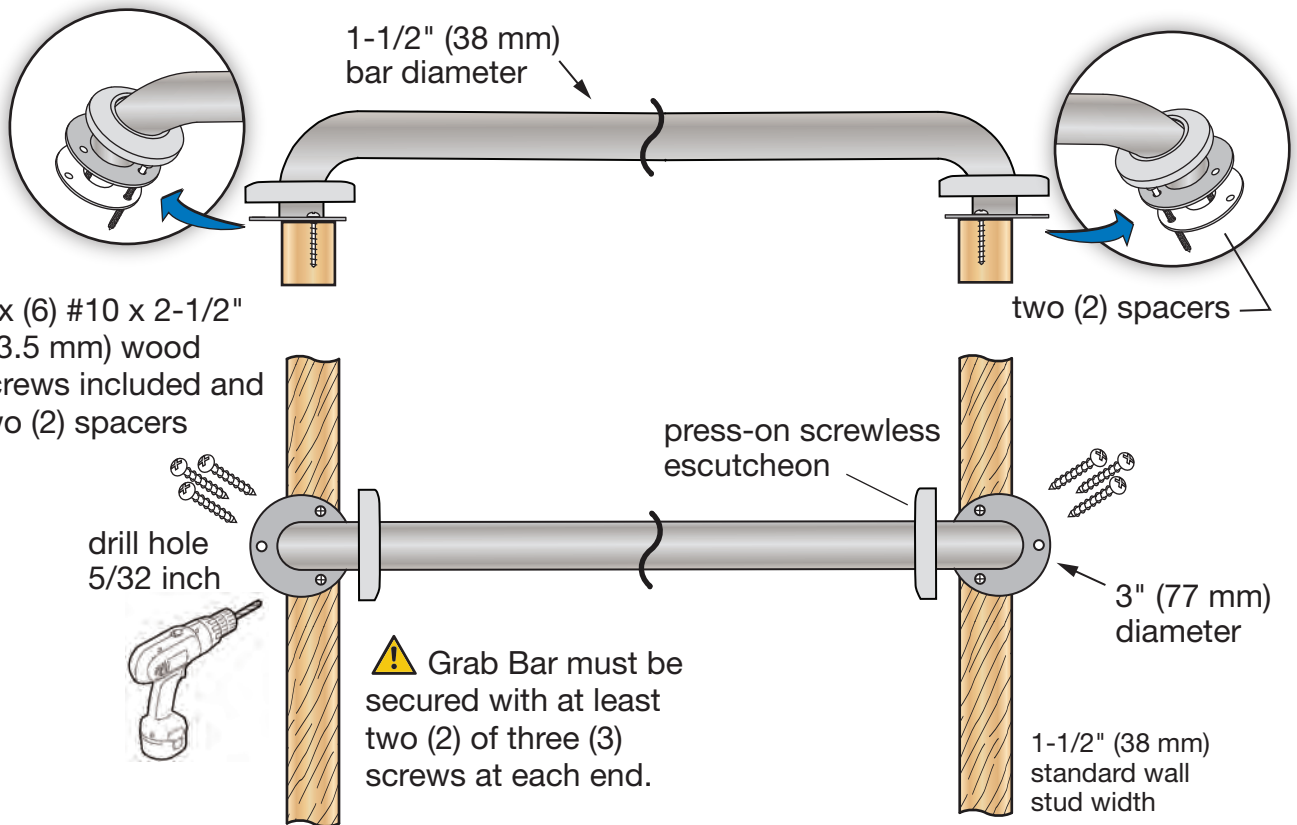
Compliance

2010 ADA Standards for Accessible Design
 Grab bar assembly complies with the applicable requirements.

Need Help?

- Symmons customer service:
 (800) 796-6667, (781) 848-2250
 customerservice@symmons.com
 Mon - Fri 7:30 am - 7:00 pm EST
www.symmons.com/service
- Technical help
 - Product information
 - Warranty policy

Visual Guide Wall Mounted Grab Bar SGB



Installation Notes

Grab Bar Location

For proper mounting heights and location consult with your state and local code official having jurisdiction over the installation.

Solid Support

- Grab Bar must be mounted with both ends positioned over a wall stud. A stud finder can be used to locate wall studs.
- Secure through wall board or tile to the wall stud so as to hold a minimum of 250 pounds of force.
- At least two (2) of the three (3) screws provided must be used on each end of the Grab Bar to properly secure.

Note: Standard size wall stud limits using more than two (2) screws.

Mounting Grab Bar

- Drill all holes through wall board into wood wall studs using a power drill and a 5/32 inch drill bit.
 - Ceramic tiles - If installing Grab Bar over ceramic tiles, first drill a pilot hole through the tile using a 1/4 inch carbide tip drill bit to prevent damage to the tiles.
- Next, drill a pilot hole into the wood wall stud using the 5/32 inch drill bit.

Care and Cleaning

Mild soap and water or a non-abrasive cleaner is recommended for cleaning.

Dimensions Wall Mounted Grab Bar, SGB

Grab Bar Length	
Model	Length
SGB-24	24" (610 mm)
SGB-36	36" (914 mm)
SGB-42	42" (1067 mm)

press-on screwless escutcheon

two (2) spacers

Six (6) #10 x 2-1/2" (63.5 mm) wood screws

⚠ Grab Bar must be secured with at least two (2) of three (3) screws at each end.

Note: Dimensions subject to change without notice.

