

Cardinal Glass Industries

# Cardinal Bar Configuration Catalog

## **IG Bar Information Terminology**

#### General

- Bar location(s) and opening(s) are determined from the exterior view and from bottom to top and left to right starting in the lower left hand corner of the glass (origin point). The bar index/placement(s) will be stored this way.
- Horizontal grille indexes or placement values refer to where the horizontal bars will be located (notches/punches on the vertical axis).
- Horizontal notch/punch index/placement (along the horizontal axis) refers to where the vertical bar will be placed.
- Vertical grille index or placement values refer to where the vertical grille will be located (notches/punches on the horizontal axis).
- Vertical notch/punch index/placement (along the vertical axis) refers to where the horizontal bar will be placed.

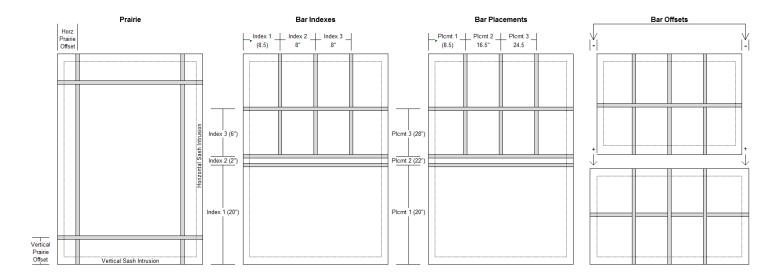


Figure 1 (Prairie)

- Prairie Offset Placement of Prairie grids (Vertical and Horizontal) from edge of glass to center of bar.
- Sash Intrusions sash intrusions are the non-visible portion of the glass that is hidden by the sash (used for determining equal opening).

#### Figure 2 (Bar Indexes)

• **Bar Indexes** are values from the starting point (which could be the edge of the glass to the first bar or includes the sash intrusion) or the Center Line (C/L) distance between 2 bars.

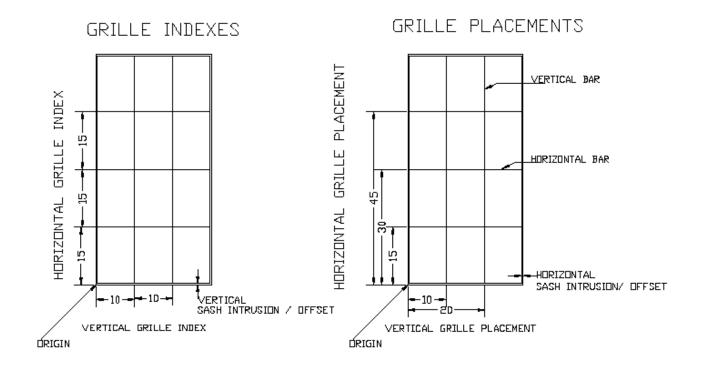
#### Figure 3 (Bar Placements)

• **Bar Placements** are values from the starting point (edge of glass) to the actual location of the center point of the bar from the origin (lower left of unit).

#### Figure 4 (Window Offsets)

• **Bar Offsets** (Vertical or horizontal) is the difference in size between itself and a corresponding unit (commonly used for double hung and slider units).

#### 3 WIDE X 4 HIGH OPENINGS 2 VERTICAL X 3 HORIZONTAL BAR

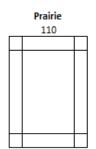


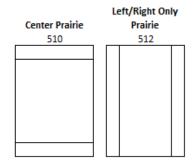
# Cardinal Bar Configuration Catalog

## Colonial

		Double	
Colonial	Double All	Horizontal	Double Vertical
100	420	410	430
$\square$			

## Prairie

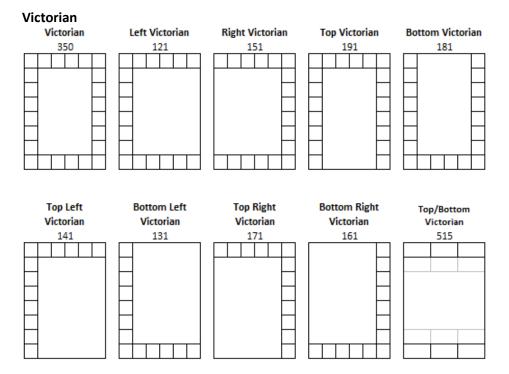




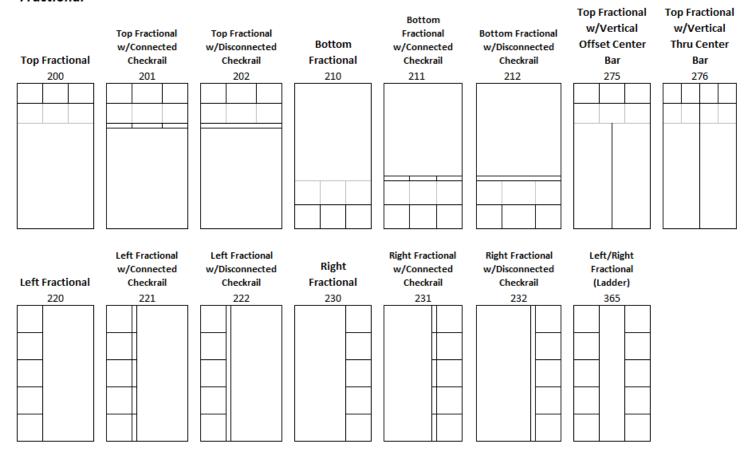
Left Prairie 120	Right Prairie 150	Bottom Prairie 180	Top Prairie 190

Top Left Prairie	Bottom Left Prairie	Top Right Prairie	Bottom Right Prairie	Left Only Prairie	Right Only Prairie	Top Only Prairie	Bottom Only Prairie
140	130	170	160	132	152	192	182

12 Lite Prairie 112	13 Lite Prairie 113	14 Lite Prairie 114



# Fractional Fractional



#### Renaissance Renaissance Victorian Renissance Spoked Renaissance Spoked Renaissance w/hub Sunburst Renaissance 310 382 380 381 385 Starburst 1 Spoke 2 Spoke Starburst Starburst 1-Hub Starburst 2-Hub Starburst 3-Hub 328 329 330 333 331 332 Sunburst Sunburst Sunburst 1-Hub Sunburst 2-Hub Sunburst 3-Hub 340 341 342 343 Other Gothic Spider Web Circle w/Spokes Monumental Circle w/Hub & Spokes 390 280 370 371 372 . Diamond Spec. Equal Lites Diamond Internal Diamond Rectangle w/Shape Custom 320 505 999

# Colonial

		Double	
Colonial	Double All	Horizontal	Double Vertical
100	420 410		430
$\vdash$			

Definition

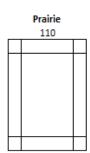
All bars go from edge of glass to edge of glass
Bars are evenly spaced

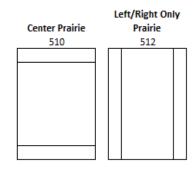
Quantity

~,	
Horizontal Bars	0 or more
Vertical Bars	0 or more
Odd Openings	N/A

Indexes	If used and bars > 0, equal to the number of bars
Placements	If used and bars > 0, equal to the number of bars
Prairie Offsets	N/A
Drawing	Optional

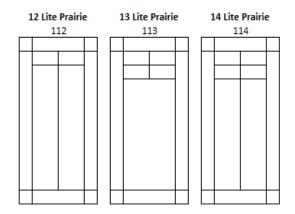
## Prairie





Left Prairie 120	Right Prairie 150	Bottom Prairie 180	Top Prairie 190

Top Left Prairie	Bottom Left Prairie	Top Right Prairie	Bottom Right Prairie	Left Only Prairie	Right Only Prairie	Top Only Prairie	Bottom Only Prairie
140	130	170	160	132	152	192	182



#### **Definition**

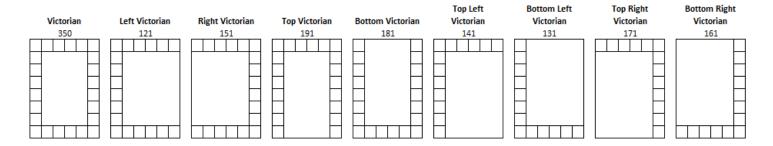
20,	
All bars go from edge of glass to edge of glass	
Prairie offsets are from edge of glass to center of bar	

## Quantity

Horizontal Bars	0 or more
Vertical Bars	0 or more
Odd Openings	0 or more

Indexes	If used and bars > 0, equal to the number of bars
Placements	If used and bars > 0, equal to the number of bars
Prairie Offsets	Optional
Drawing	Optional

## **Victorian**



Definition

All outer bars go from edge of glass to edge of glass
Subsequent bars stop at the first bar

Quantity

Horizontal Bars	0 or more
Vertical Bars	0 or more
Odd Openings	0 or more

Indexes	If used and bars > 0, equal to the number of bars
Placements	If used and bars > 0, equal to the number of bars
Prairie Offsets	N/A
Drawing	Optional

# **Fractional**

				Bottom	Bottom	
	Top Fractional	Top Fractional		Fractional	Fractional	Center
	w/Connected	w/Disconnected	Bottom	w/Connected	w/Disconnected	Victorian
Top Fractional	Checkrail	Checkrail	Fractional	Checkrail	Checkrail	(Ladder)
200	201	202	210	211	212	515
	Left Fractional	Left Fractional		Right Fractional	Right Fractional	
	w/Connected	w/Disconnected	Right	w/Connected	w/Disconnected	
Left Fractional	Checkrail	Checkrail	Fractional	Checkrail	Checkrail	Ladder
220	221	222	230	231	232	365

## Definition

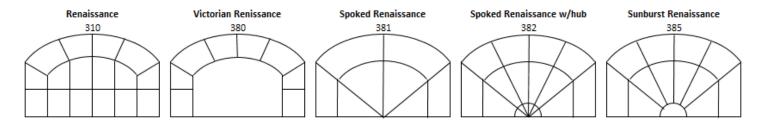
Horizontal bars go from edge of glass to edge of glass
Vertical bars stop at the first horizontal bar
Adjacent grids stop at last bar
Disconnected checkrails stop as previous bar
Center and Ladder stop at inside bars

## Quantity

Horizontal Bars	0 or more
Vertical Bars	0 or more
Odd Openings	0 or more

Indexes	If used and bars > 0, equal to the number of bars
Placements	If used and bars > 0, equal to the number of bars
Prairie Offsets	N/A
Drawing	Optional

## Renaissance



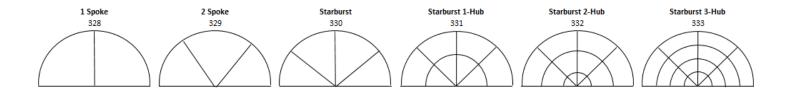
Definition		

#### Quantity

Horizontal Bars	N/A
Vertical Bars	N/A
Odd Openings	0 or more

Indexes	N/A
Placements	N/A
Prairie Offsets	N/A
Drawing	Required

# Starburst



**Definition** 

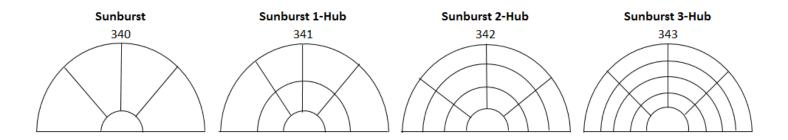
Spoked window without a hub				

Quantity

4	
Horizontal Bars	N/A
Vertical Bars	N/A
Odd Openings	0 or more

1440	
Indexes	N/A
Placements	N/A
Prairie Offsets	N/A
Drawing	Required

# Sunburst



Definition

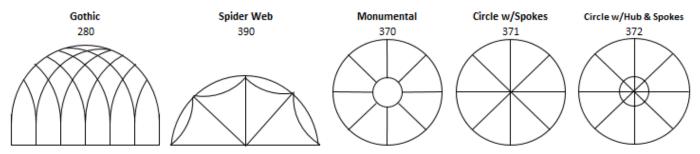
ocjiiii.ioii			
Spoked window with a hub			

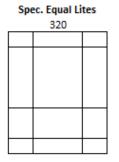
Quantity

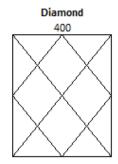
~,	
Horizontal Bars	N/A
Vertical Bars	N/A
Odd Openings	0 or more

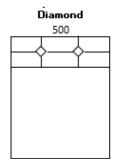
Indexes	N/A
Placements	N/A
Prairie Offsets	N/A
Drawing	Required

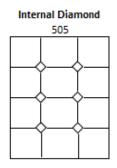
## Other

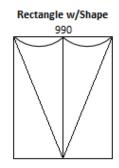


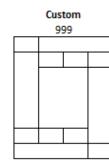












Definition

Custom
320 – All bars go from edge of glass to edge of glass

Quantity

Horizontal Bars	N/A
Vertical Bars	N/A
Odd Openings	0 or more

Indexes	N/A
Placements	N/A
Prairie Offsets	N/A
Drawing	Required