# REGLAZING INSTRUCTIONS

<u>Series 510 – Single Hung -</u> Tools required - #2 Phillips screwdriver

Materials - 7/8" Insulated Glass Unit (IGU)

#### **OPERATING SASH:**

## \* REMOVE SASH FROM MAIN FRAME:

**TILT** THE SASH IN, EXPOSING THE PIVOT BAR SCREWS (small steel u-shaped bar at either edge of sash) AT BOTTOM OF SASH.

**LOOSEN** A SCREW AT ONE PIVOT BAR, **SLIDE** BAR OUT OF SASH SHOE (retighten screw when clear of shoe so it won't slide our of groove)

HOLDING THE SASH, **SLIDE** THE SASH AND REMAINING PIVOT BAR FROM THE REMAINING SASH SHOE AND BRING SASH TOWARDS YOU.

## \* WITH THE SASH ON A FLAT SURFACE

**REMOVE** (2) PHILLIPS SCREWS AT EACH SIDE OF THE SASH, WHERE THE TOP RAIL (where tile latches are located) MEETS THE STILES (sides).

LOOSEN THE REMAINING SCREWS AT THE OPPOSITE CORNERS.

**REMOVE** THE TOP RAIL SECTION OF THE SASH AND SPREAD THE TWO STILES

**REMOVE** THE IG UNIT AND THE WRAP-AROUND GLAZING.

REPLACE THE WRAP-AROUND GLAZING AROUND THE NEW IG

**REVERSE** ABOVE PROCEDURE

#### FIXED SASH:

Tools required – Box Knife, Broad Blade Putty Knife, Small Pry Bar, Caulk Gun, Snips, Gloves, Glass Cup (optional)

Materials – 7/8" Insulated Glass Unit (IG), Vinyl Glazing Bead, Silicone, Setting Blocks (re-use existing rubber blocks)

**REMOVE** THE VINYL GLAZING BEAD (at inside of unit)

PRY THE GLASS FROM THE ALUMINUM GLAZING LEG:

This may require **PRYING** on the bottom of the IG and/or **placing** the blade of the putty knife between the IG and the glazing leg at one corner (open the sash). Keep **constant pressure** on the glass toward the inside to defeat the silicone at the glazing leg. (*save the rubber setting blocks*)

REMOVE THE EXISTING SILICONE FROM THE GLAZING LEG.

**REPLACE** WITH A NEW BEAD OF SILICONE.

REPLACE SETTING BLOCKS AT THE PROPER LOCATIONS.

Now center the new IG on the setting blocks and press the unit **firmly** against the silicone at the glazing leg.

CUT THE VINYL GLAZING BEAD TO THE PROPER LENGTH AND SNAP INTO PLACE.

**CLEAN** THE GLASS AS NEEDED.