

Measuring Guide

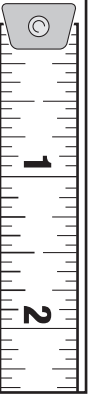
Bay or Corner Windows

Cellular Shades and Pleated Shades

Tools and Tips

- Steel tape measure — do not use cloth measuring tape
- Pencil
- Measurement Worksheet — see page 3
- Measure each window and identify window locations — size variances are common
- Round measurements to the nearest $\frac{1}{8}$ "
- Clearly record measurements — width vs. height
- To measure an angle — Use a protractor or angle finder to measure angles. Two business cards can also be used as templates (see instructions on page 2).

1/8"
1/4"
3/8"
1/2"
5/8"
3/4"
7/8"



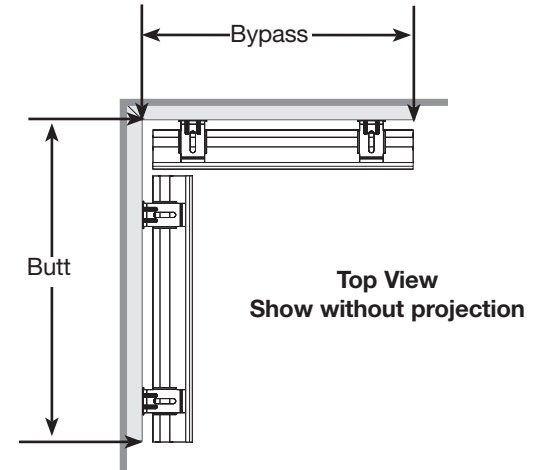
This measuring guide will help you to accurately measure for Outside Mount Bay or Corner Windows. For Flush Mount Bay or Corner Windows, refer to the standard measuring guides, specific to your blinds or shades.

Shades ordered as Bay or Corner Windows will have manufacturing deductions taken off of the ordered width for proper fit. Refer to the standard measuring guides, specific to your shades, for how to determine your mount type and correctly measure shade height. Refer to the following instructions for measuring shade width and the additional information needed to ensure your Bay or Corner shades are manufactured correctly.

Corner Window

Mounting on a Wall or Molding

Measure the width of each window from the corner on the mounting surface (molding or wall) to the point you would like to cover.

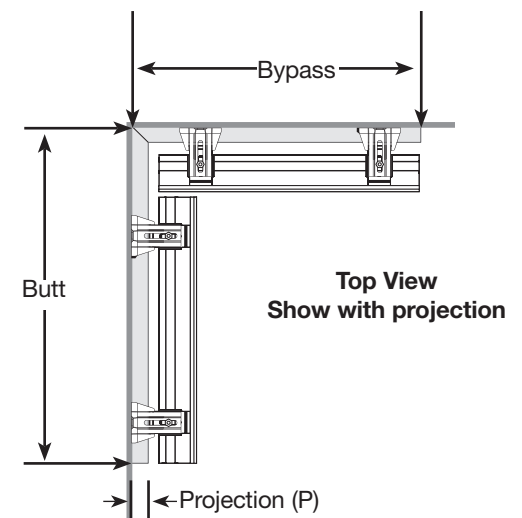


Mounting Above the Molding

Width of each window from the corner on the mounting surface to the point you would like to cover.

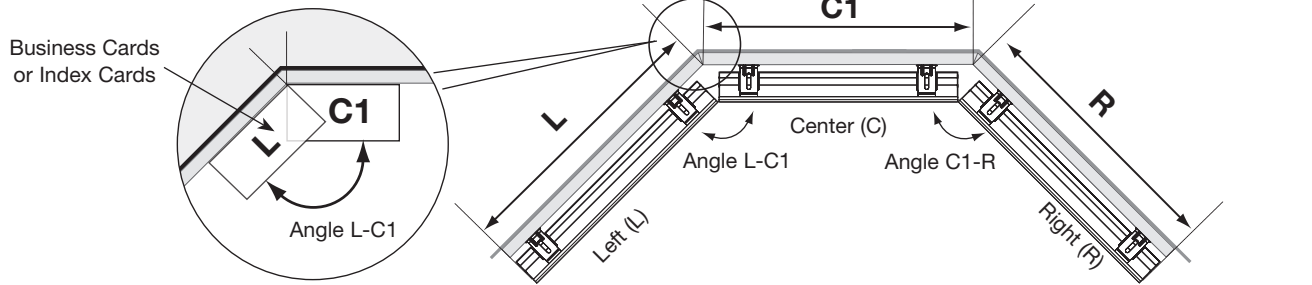
Projection measurement is the distance needed to clear any molding or obstructions that the shade will be mounted above.

Note: The Projection (P) distance is needed to correctly calculate deductions for installations where the shades will use shims or projection brackets to clear molding. All projection distances must match for correct deductions to be calculated.



Bay Window

Measuring Information: Three-sided Bay Window



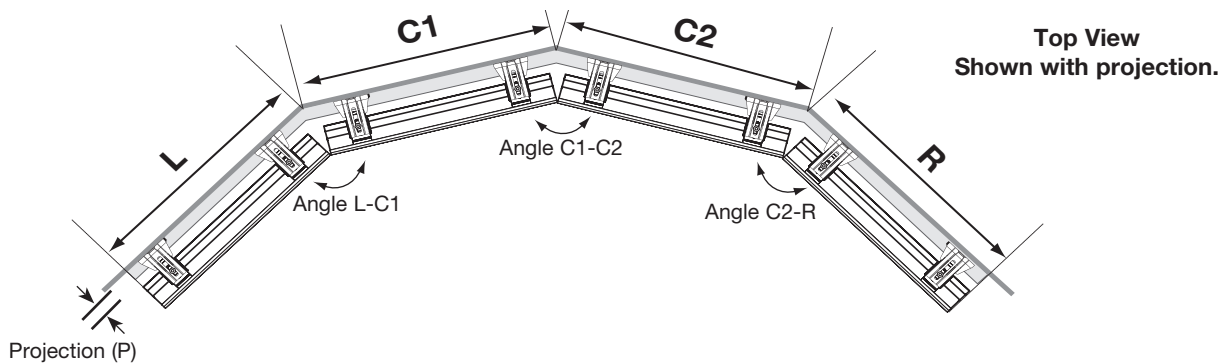
Measure:

- L and R:** Width of each side window from the corners on the mounting surface to the point you would like to cover.
- C1:** Width of the center window on the mounting surface from corner to corner.

- Angle L-C1:** Angle between the (L) and (C1) windows.
- Angle C1-R:** Angle between the (C1) and (R) windows.

Projection: If needed: The depth of the trim or molding the shade will be mounted above.

Measuring Information: Four-sided Bay Window



- L and R:** Width of each side window from the corners on the mounting surface to the point you would like to cover.
- C1, C2:** Width of each center window on the mounting surface from corner to corner.

- Angle L-C1:** Angle between the (L) and (C1) windows.
- Angle C1-C2:** Angle between the (C1) and (C2) windows.
- Angle C2-R:** Angle between the (C2) and (R) windows.

Projection: If needed: The depth of the trim or molding the shade will be mounted above.

Note: The Projection (P) distance is needed to correctly calculate deductions for installations where the shades will use shims or projection brackets to clear trim or molding. All projection distances must match for correct deductions to be calculated.

For additional windows on bays with up to five sides continue with number progression for center shade sizes (C1, C2, C3, ...) and angles (Angle C1-C2, Angle C2-C3, ...) as needed.

Measure each bay angle using a protractor or angle finder or use two business cards in each bay corner as illustrated above and fax to customer service.

The Angle to use between adjacent center bay windows along a straight section of wall is 180 degrees.

Measuring Worksheet

Window Treatment 1 Location: _____

	Width	Height (H)	Control	Butt or Bypass
Window L			<input type="checkbox"/> Left <input type="checkbox"/> Right	<input type="checkbox"/> Butt <input type="checkbox"/> Bypass
Window R			<input type="checkbox"/> Left <input type="checkbox"/> Right	<input type="checkbox"/> Butt <input type="checkbox"/> Bypass
Window C1			<input type="checkbox"/> Left <input type="checkbox"/> Right	<input type="checkbox"/> Butt <input type="checkbox"/> Bypass
Window C2			<input type="checkbox"/> Left <input type="checkbox"/> Right	<input type="checkbox"/> Butt <input type="checkbox"/> Bypass
Window C3			<input type="checkbox"/> Left <input type="checkbox"/> Right	<input type="checkbox"/> Butt <input type="checkbox"/> Bypass
Projection				
	L-C1	C1-C2	C2-C3	C#-R
Angles				
Blind/Shade Type		Style Name		Color Number

Options to consider:

Valance: _____ Other: _____

Window Treatment 2 Location: _____

	Width	Height (H)	Control	Butt or Bypass
Window L			<input type="checkbox"/> Left <input type="checkbox"/> Right	<input type="checkbox"/> Butt <input type="checkbox"/> Bypass
Window R			<input type="checkbox"/> Left <input type="checkbox"/> Right	<input type="checkbox"/> Butt <input type="checkbox"/> Bypass
Window C1			<input type="checkbox"/> Left <input type="checkbox"/> Right	<input type="checkbox"/> Butt <input type="checkbox"/> Bypass
Window C2			<input type="checkbox"/> Left <input type="checkbox"/> Right	<input type="checkbox"/> Butt <input type="checkbox"/> Bypass
Window C3			<input type="checkbox"/> Left <input type="checkbox"/> Right	<input type="checkbox"/> Butt <input type="checkbox"/> Bypass
Projection				
	L-C1	C1-C2	C2-C3	C#-R
Angles				
Blind/Shade Type		Style Name		Color Number

Options to consider:

Valance: _____ Other: _____

Window Treatment 3 Location: _____

	Width	Height (H)	Control	Butt or Bypass
Window L			<input type="checkbox"/> Left <input type="checkbox"/> Right	<input type="checkbox"/> Butt <input type="checkbox"/> Bypass
Window R			<input type="checkbox"/> Left <input type="checkbox"/> Right	<input type="checkbox"/> Butt <input type="checkbox"/> Bypass
Window C1			<input type="checkbox"/> Left <input type="checkbox"/> Right	<input type="checkbox"/> Butt <input type="checkbox"/> Bypass
Window C2			<input type="checkbox"/> Left <input type="checkbox"/> Right	<input type="checkbox"/> Butt <input type="checkbox"/> Bypass
Window C3			<input type="checkbox"/> Left <input type="checkbox"/> Right	<input type="checkbox"/> Butt <input type="checkbox"/> Bypass
Projection				
	L-C1	C1-C2	C2-C3	C#-R
Angles				
Blind/Shade Type		Style Name		Color Number

Options to consider:

Valance: _____ Other: _____

Shaded areas optional for three-, four- and five-sided bay windows