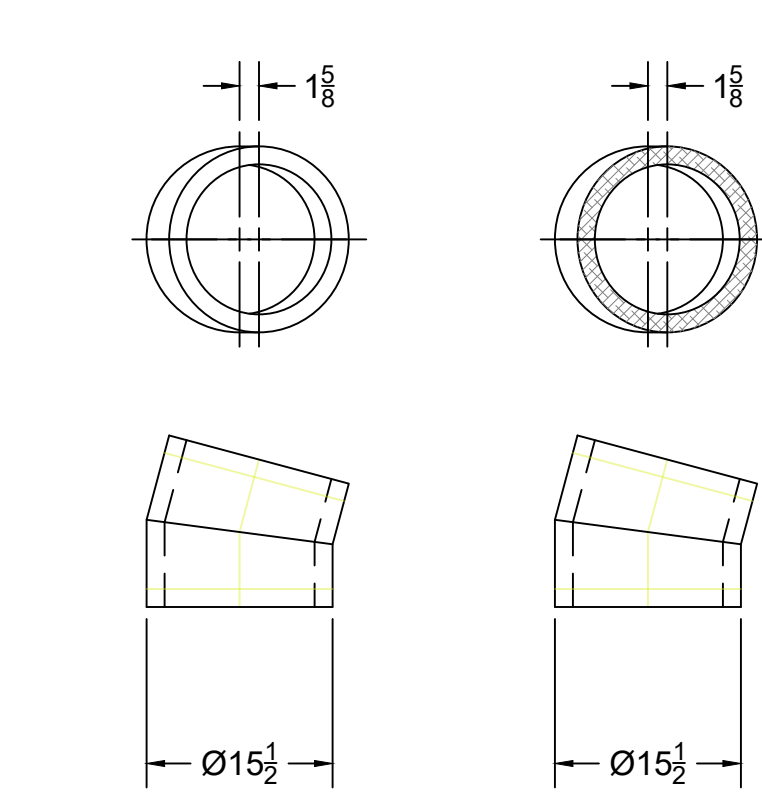
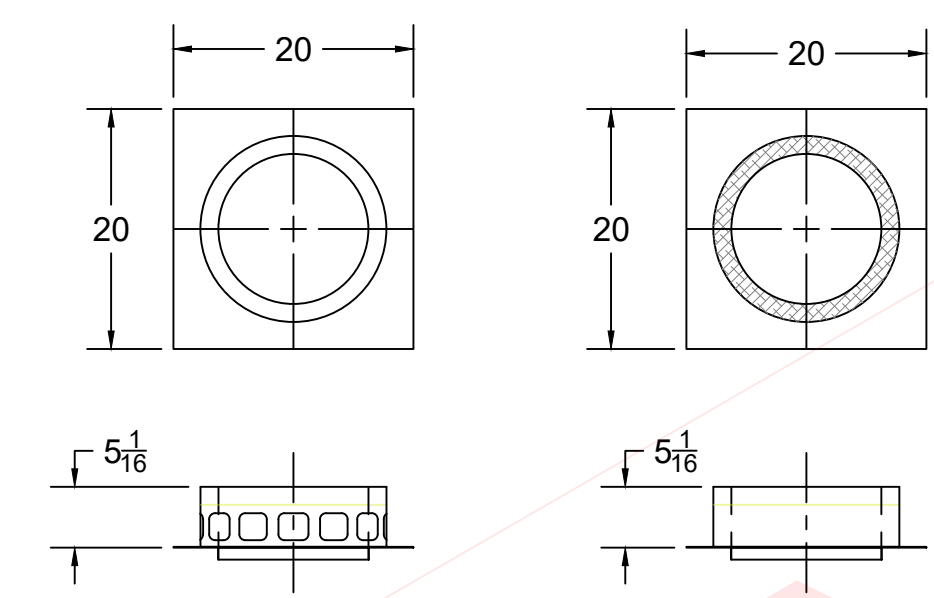


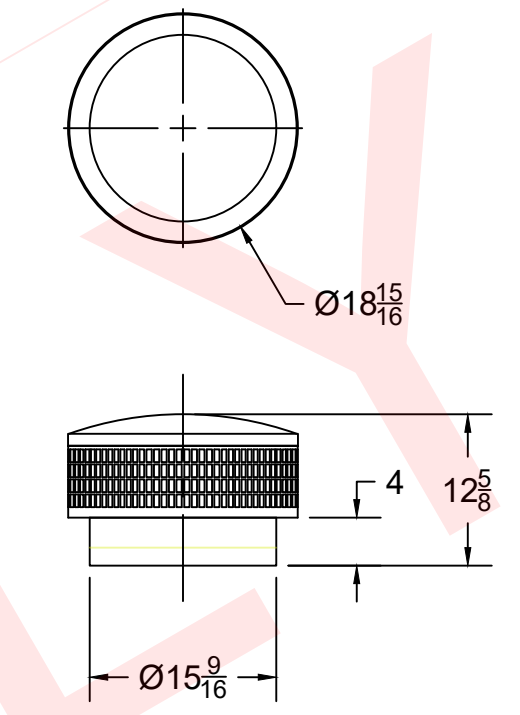
**ECOSTEEL AIR-COOLED**  
STRAIGHT PIPE LENGTHS



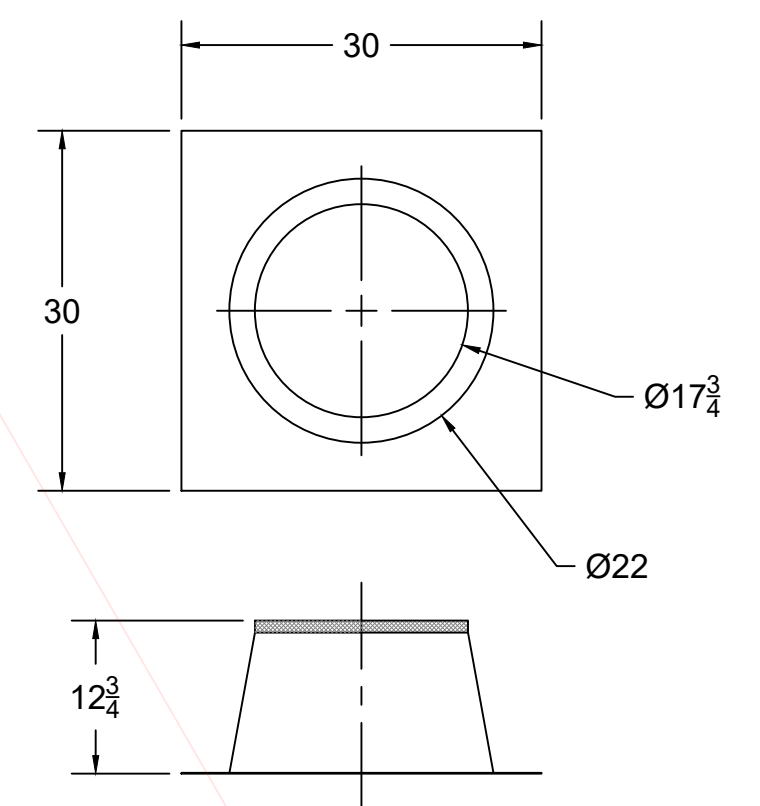
**ECOSTEEL 15° ELBOW**  
(AIR-COOLED AND INSULATED)



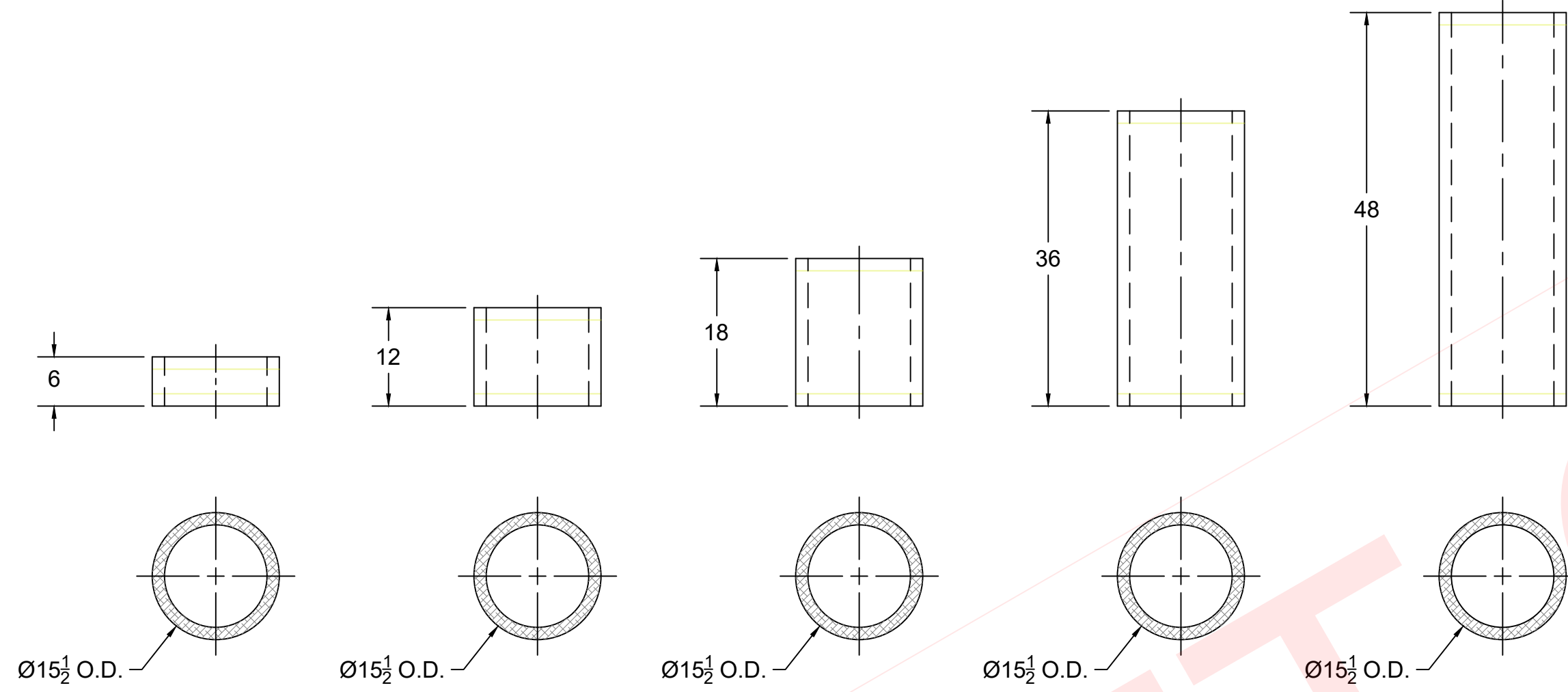
**ECOSTEEL ANCHOR PLATE**  
(AIR-COOLED AND INSULATED)



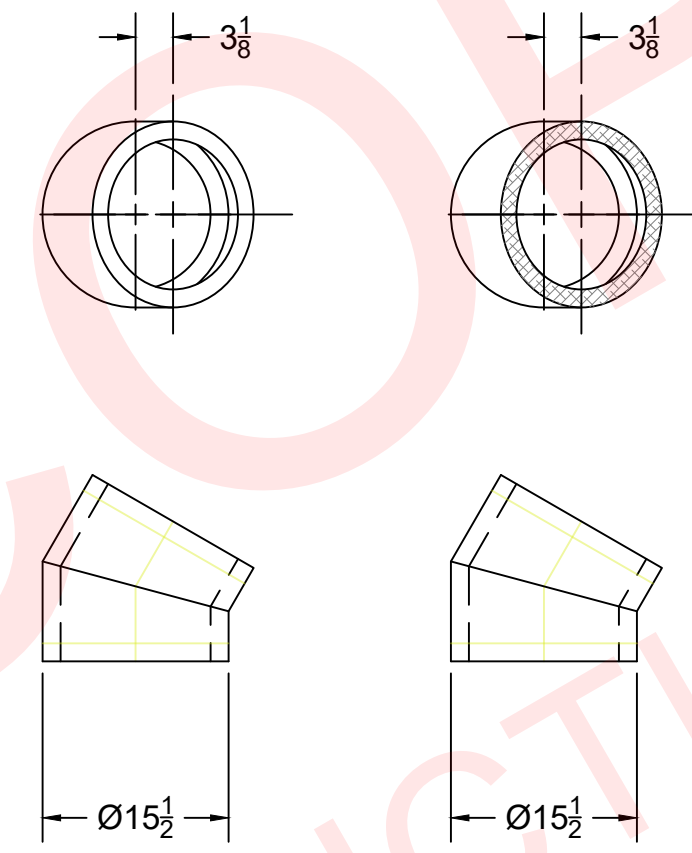
**ECOSTEEL CHIMNEY CAP**  
(AIR-COOLED AND INSULATED)



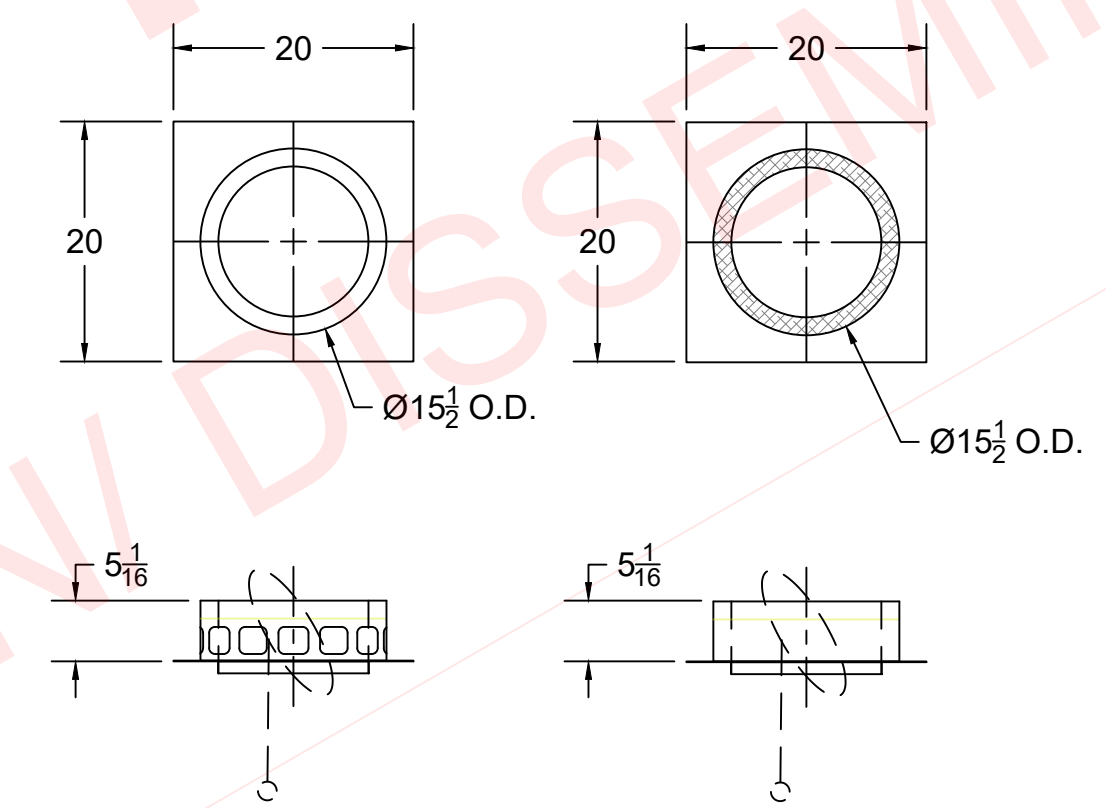
**ECOSTEEL TALL CONE FLASHING**  
(AIR-COOLED AND INSULATED)



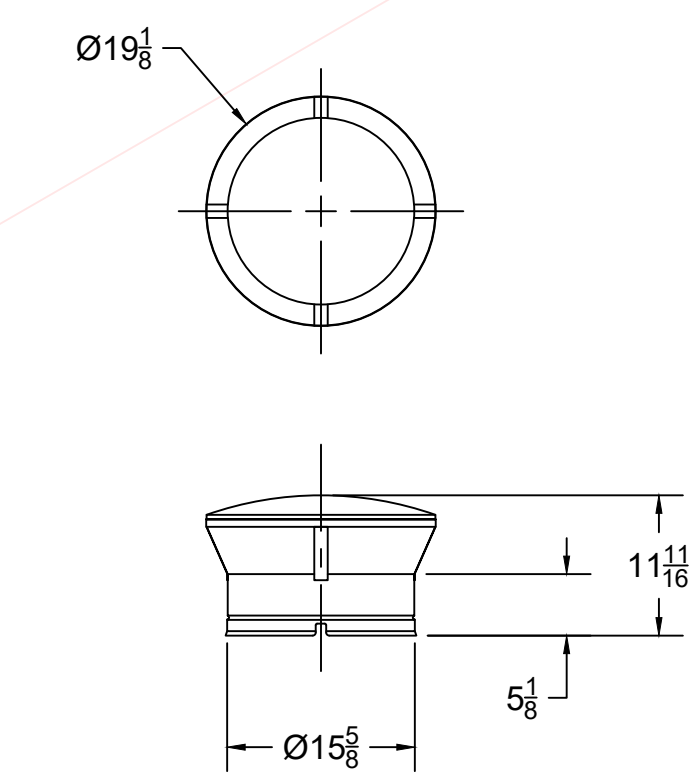
**ECOSTEEL INSULATED**  
STRAIGHT PIPE LENGTHS



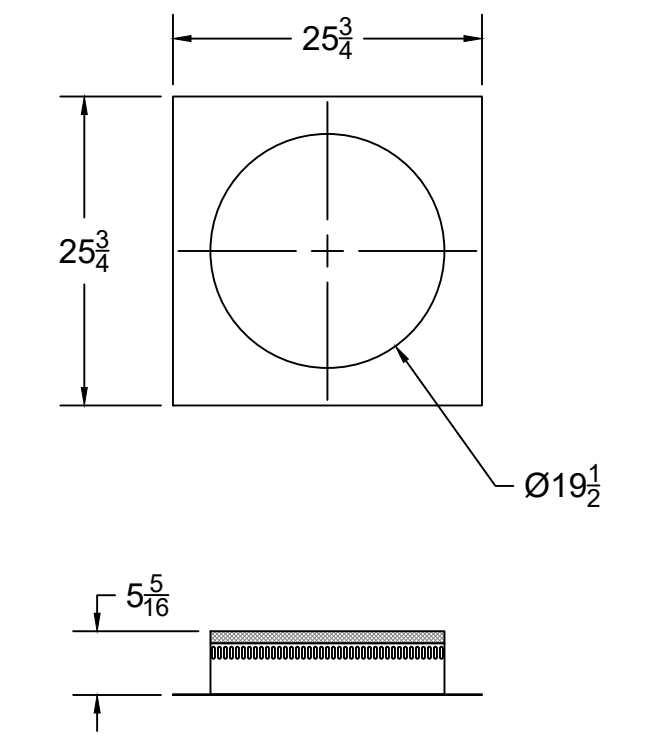
**ECOSTEEL 30° ELBOW**  
(AIR-COOLED AND INSULATED)



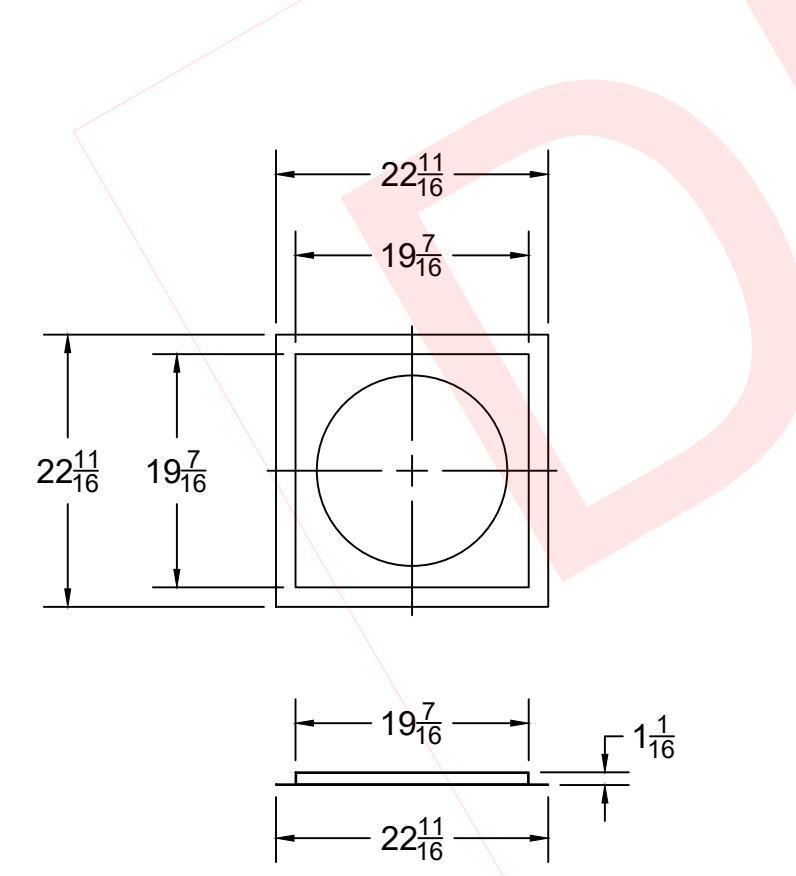
**ECOSTEEL ANCHOR PLATE w DAMPER**  
(AIR-COOLED AND INSULATED)



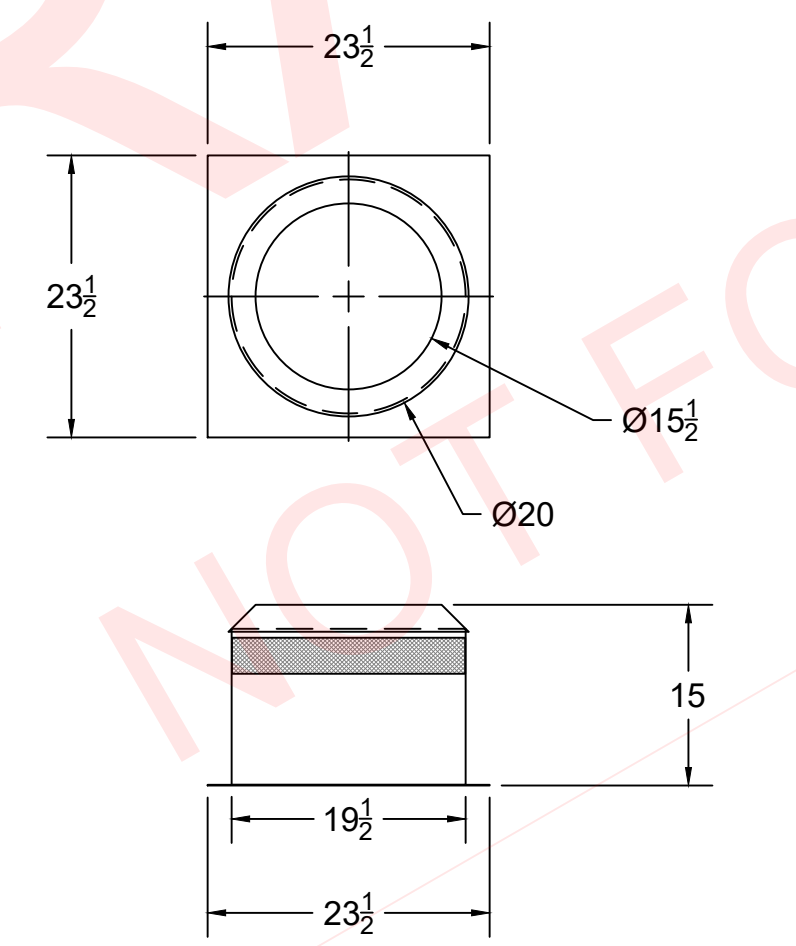
**ECOSTEEL RAIN CAP**  
(AIR-COOLED AND INSULATED)



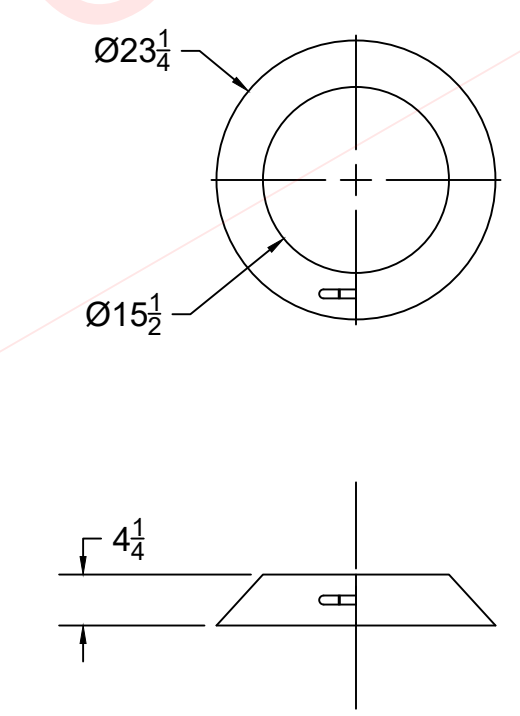
**ECOSTEEL CHASE TOP FLASHING**  
(AIR-COOLED AND INSULATED)



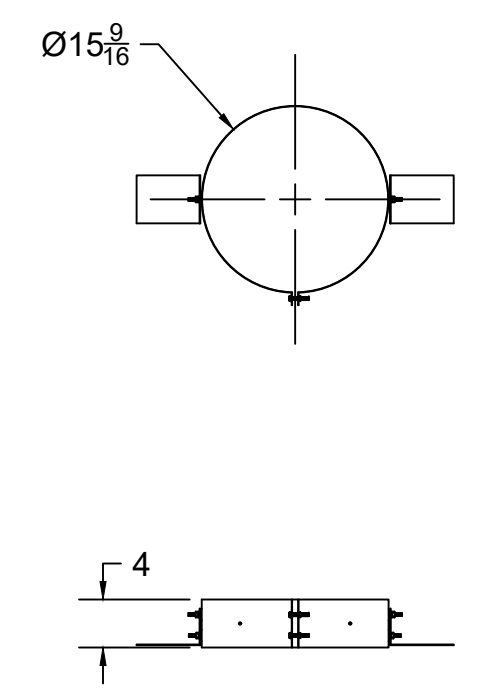
**ECOSTEEL FIRESTOP**  
(AIR-COOLED AND INSULATED)  
\*\*REQUIRED AT EVERY FLOOR/ CEILING PENETRATION (EXCLUDING ROOF)\*\*



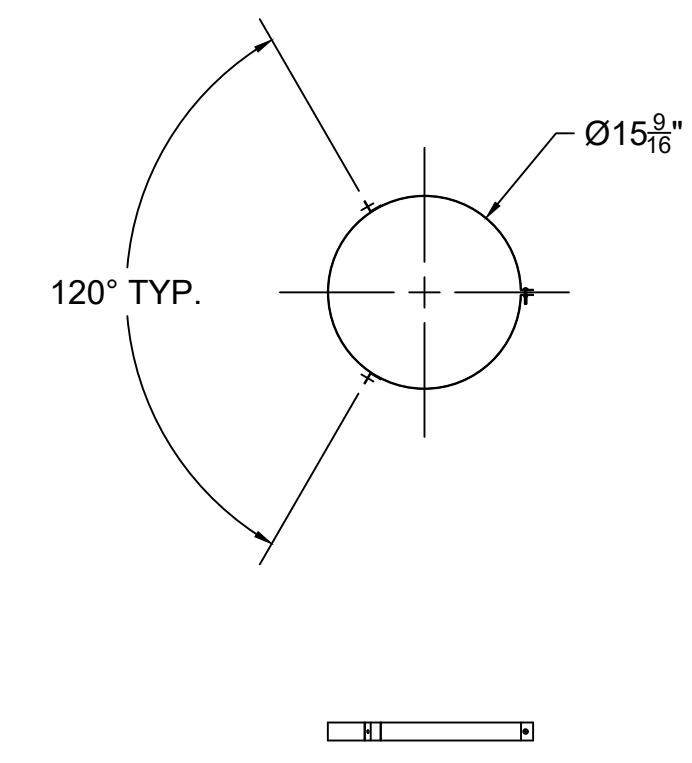
**ECOSTEEL ATTIC INSULATION SHIELD**  
(AIR-COOLED AND INSULATED)  
\*\*REQUIRED ANY TIME FLUE PASSES IN ATTIC WHETHER INSULATION IS PRESENT OR NOT\*\*



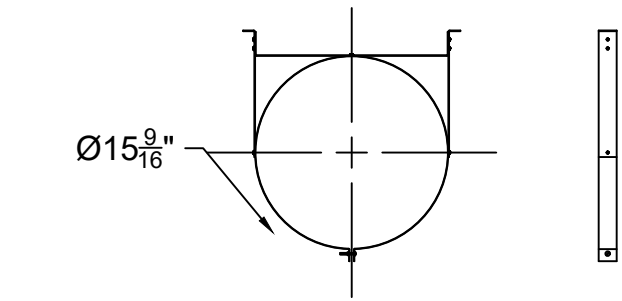
**ECOSTEEL STORM COLLAR**  
(AIR-COOLED AND INSULATED)



**ECOSTEEL ADJUSTABLE SUPPLEMENTARY SUPPORT**  
(AIR-COOLED AND INSULATED)  
\*\*REQUIRED WHENEVER CHIMNEY HEIGHT EXCEEDS 50' (NOTE: MAX. HEIGHT OF NATURALLY DRAFTED ECOSTEEL IS 60'\*\*)



**ECOSTEEL SUPPORT BAND ASSEMBLY**  
(AIR-COOLED AND INSULATED)  
\*\*REQUIRED AT 4" INTERVALS BETWEEN ELBOWS; MAY BE REQUIRED TO MAINTAIN VERTICAL ORIENTATION OF FLUE RUNS\*\*



**ECOSTEEL WALL BAND ASSEMBLY**  
(AIR-COOLED AND INSULATED)  
\*\*REQUIRED AT 8" INTERVALS TO PROVIDE LATERAL STABILITY\*\*

	UNLESS OTHERWISE STATED, ALL DIMENSIONS ARE IN INCHES		PROJECT: <b>ECOSTEEL</b>	
	UNSPECIFIED TOLERANCES	THIRD ANGLE PROJECTION	DESCRIPTION: <b>ECOSTEEL AIR-COOLED AND INSULATED COMPONENTS</b>	
ANG. A ±			DRAWN: _____	DATE: 2/21/2020
LIN. X ±			APPROVED: _____	DATE: _____
XX ±				
XXX ±				
			SIZE: <b>D</b>	SCALE: <b>N.T.S.</b>
			DRAWING #:	REV: <b>A</b>
			SHEET #	OF