

MOUNTING REQUIREMENTS

INSIDE MOUNT	Minimum Mounting Depth	Flush Mounting Depth
No Top Treatment	1-3/8"	2-1/8" to 4" (depending on roll diameter)
Cordless Lift with Mounting Bar	1"	2"
TouchLift / Cordless Lift (Open Roll)	1-3/8"	2-1/8" to 4" (depending on roll diameter)
Medium Curved Cassette	1-1/2"	3-3/4"
Large Curved Cassette	1-1/2"	4-3/8"
Square Cassette	1-1/2"	3-3/4"
Fabric Cornice	1"	1-1/2"
3" Fascia (R series)	2-5/8"	3-1/8"
3" Fascia (Skyline)	2-3/4"	3-1/4"
4" Fascia (R series)	3-5/8"	4-1/16"
4" Fascia (Skyline)	3-3/8"	4-3/16"
5" Fascia	4-3/8"	5-1/8"
Dual Mount Skyline	2"	2" to 3-1/2" (depending on roll diameter)
Dual Mount Skyline w/ Fabric Cornice	3 - 3/4"	4 - 3/8"
Hardwire	3.25"	3-1/4" to 4-1/2" (depending on roll diameter)

OUTSIDE MOUNT	Minimum Mounting Surface Height
Continuous Loop Control	1-5/8"
Cordless Lift (Open Roll)	1-5/8"
Cordless Lift with Mounting Bar	1-1/2"
TouchLift Cordless (Open Roll)	1-1/2"
Medium Curved Cassette	3-1/8"
Large Curved Cassette	4"
Square Cassette	4"
Fabric Cornice	2"
3" Fascia (R Series)	2-3/4"
3" Fascia (Skyline)	2-5/8"
4" Fascia (R Series)	3-3/4"
4" Fascia (Skyline)	2-3/4"
5" Fascia	5-1/8"

TWO-ON-ONE SHADE SIZE STANDARDS*	
Minimum ordered width - Cassette Valance	16"
Maximum Ordered width - Cassette Valance	144"
Maximum Height	See Spec Chart
Center Gap	1/2" *

SKYLINE FASCIA TWO-ON-ONE SHADE SIZE STANDARDS*	
Minimum ordered width - Cassette Valance	16"
Maximum Ordered width - Cassette Valance	144"
Maximum Height	See Spec Chart
Center Gap	1/2"

Each shade cannot exceed the maximum single shade size allowed for cassette (see shade size specifications)

NOTE: Cassette valances cannot be added to inside mount roller shades after they have been manufactured. They will not fit within the IB measurements.

SKYLINE FASCIA TWO-ON-ONE SHADE SIZE STANDARDS*	
Minimum ordered width - SKYLINE FASCIA	24"
Maximum Ordered width - SKYLINE FASCIA	144"
Maximum Height	See Spec Chart
Center Gap	1/2" *

*Gap Tolerance: Height <= 60", +1/4"; Height <=120", +3/8"; Height > 120", +1/2"