



Ecoglo S5 Break Glass Sign is designed to be used in and about buildings, structures and facilities to inform occupants to break glass to raise the fire alarm or access firefighting equipment in an emergency. The sign will be readily and clearly visible along normal paths of travel, including exits.

SIGN DEFINITION

In case of emergency break glass.

COMPLIANCE

Ecoglo S5 "Break Glass" signs meet luminance specifications of internationally accepted UL 1994 Standard for Luminous Egress Path Marking Systems.

PERFORMANCE

The signs will be operational for up to 90 minutes after failure of the main lighting provided they have been continuously illuminated by a reliable light source with a minimum of 54 lux.

Luminance – S5 grade signs easily exceed PSPA class D

UV Resistance – Loss of luminance after 1000 hrs ASTM G-155

Cycle 1 exposure: <10%

Salt Spray Resistance – ASTM B117: Pass

Washability – ASTM D4828: Pass

Rate of Burning – ASTM D635: Pass

Surface Flammability – ASTM E162: Pass

Toxicity – Bombardier Toxic Gas Generation Test SMP800-C: Pass

Radioactivity – ASTM D3648: Pass

SUPPLY

The sign is available in one size only – see product order code below.

PRODUCT CODE	PRODUCT NAME	SIGN DEFINITION	SIGN SIZE
S5-FEGL2010	Break Glass	In case of emergency break glass	200mm x 100mm

COMPOSITION

The high visibility flat panel is manufactured from 5005 0.9mm aluminium sheet. Custom made photoluminescent pigments are embedded in thermoset polyester carriers to integrally bond the active ingredients onto the aluminium sheet following curing at high temperature - a process known as HTC.



INSTALLATION

For versatility the sign can be installed using fixers (screws) or double-sided adhesive tape. Please note the sign is supplied without drill holes or tape.

Note: The installation method used should be determined by the condition of the installation surface - screws should be used if there is any doubt about adhesion.

Contact

Ecoglo International Limited

Email: info@ecoglo.com **Web:** www.ecoglo.com