## HUP! WALLS ENQUIRY FORM

Email all enquiries to: **sales@tcrderby.com** Tel: 01332 208206 Fax back to: 01332 208204 Text or WhatsApp: 07940438419



Requested delivery date: / /

Company:	
Account No.	
Address:	
	Postcode:
Tel:	
Mobile:	
Job Ref:	

The better way I to build

Use the grid below to draw a sketch of your BA design giving your dimensions in <b>millimetres</b>	SE HOUSE WALL	All sizes are <b>EXTERNAL BASE</b>		
Please draw the footprint of your building, c which lines up with the external of the Ultrap described in the specification guide	anel clips - wall finishes will overhar e found in Hup! download section c	ng the base by 45mm to allow ventilation as of our website www.tcrderby.com		
detailing	Each elevation should be drawn and labelled on a seperate sheet to correspond with the above footprint detailing the layout of window/door apertures. We will use 0.6kn/m to calculate the snow loading unless a site postcode is supplied.			
WALL FINISHES				
<ul> <li>WALL FINISHES</li> <li>None - I am supplying my own</li> <li>Ventilation trim only</li> <li>Aperture trim only</li> <li>Batten kit (includes battens &amp; fixings)</li> <li>Render Board kit (includes ventilation trim, Aperture trim &amp; battens)</li> <li>Brick Mesh - *finish choice required (includes trims, battens &amp; render board)</li> </ul>	Grey brick - Medium mortar Multi buff - Medium mortar Warm buff - Medium mortar Terracotta - Medium mortar Multi red - Medium mortar Multi orange - Medium morta Grey brick - Light mortar	<ul> <li>Multi buff - Light mortar</li> <li>Warm buff - Light mortar</li> <li>Terracotta - Light mortar</li> <li>Multi red - Light mortar</li> <li>Multi orange - Light mortar</li> </ul>		
OPTIONAL EXTRA'S				
Cable management system Soldier courses above doors/windows		hum		

The hup! wall system is designed to work seamlessly with our range of roof products, please complete the appropriate roof enquiry form and send that along with this form to sales@tcrderby.com to enable us to link your hup! and roof quotes.