

**Hawa Junior 100 Z Pocket Sets**

	<b>Model</b>	<b>Door width</b>	<b>Supplied with</b>	<b>Item No.</b>
Set without upper track for 1 door	Junior 100 Z Pocket, with SoftStop	–	2 running gears 2 two-way suspension plates 1 rattle-free floor guide 60 mm (2 3/8") 2 SoftStop with retaining spring 1 wall buffer Accessories	941.04.002
	Junior 100 Z Pocket, with spring buffer and SoftStop	–	2 running gears 2 two-way suspension plates 1 rattle-free floor guide 60 mm (2 3/8") 1 SoftStop with retaining spring 1 spring buffer 1 wall buffer Accessories	941.04.005
	Junior 100 Z Pocket, with SoftMove 100 soft closing mechanism on both sides	≥800 (31 1/2")	2 running gears with soft and self-closing mechanism including release device and stopper 2 two-way suspension plates 1 rattle-free floor guide 60 mm (2 3/8") 1 wall buffer Accessories	941.04.004

→ Tracks and Fascias

<b>Description</b>		<b>Material</b>	<b>Finish</b>	<b>Length</b>	<b>Item No.</b>
Upper track, pre-drilled		Aluminum	silver anodized	1.8 m (5' 10 7/8") 2 m (6' 6 3/4") 2.2 m (7' 2 5/8") 2.5 m (8' 2 7/16") 3 m (9' 10 1/8")	940.80.180 940.80.200 940.80.220 940.80.250 940.80.300
Fixing profile for upper track with bayonet lock, with mounting set (can be shortened to respective track length)		Aluminum	silver anodized	2 m (6' 6 3/4") 2.5 m (8' 2 7/16") 3 m (9' 10 1/8")	940.80.420 940.80.421 940.80.422
Clip panel for fixing profile, for transom facing		Aluminum	silver anodized	2 m (6' 6 3/4")	940.80.423
Guide channel, glue-in type for press fitting and glue mounting into groove		Plastic	black	1.3 m (4' 3 3/16")	940.41.130

→ Accessories

<b>Description</b>		<b>Material</b>	<b>Finish</b>	<b>Item No.</b>
Junior 80/100 spring buffer, cannot be used in combination with SoftMove		Zinc Alloy	–	940.80.320
SoftMove 100 soft close mechanism, maximum capacity 100 kg (220 lbs.); includes running gear and stopper		–	–	941.04.302
SoftMove 100 cover cap		Plastic	black	941.04.303

Sliding door locks	pages 1.389–1.394
Flush pulls	pages 1.394–1.396
Pull handles	pages 2.3–2.29