

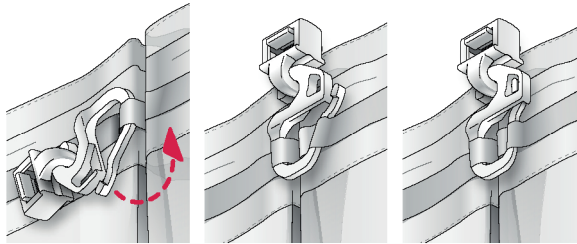
Various drape and curtain combinations with 'Clic gliders

Virtually any combination is possible as 'Clic gliders are available with traverse and longitudinal eyelets and matching hooks.

Products

Combination

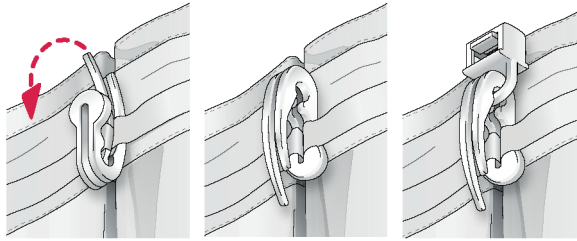
'Clic glider with eyelet across combined with hook for pleats HH 1, HH 2 or HH 7 (rotatable)



Drape with pleats

Simple to fit without sewing. The hook is fed into a loop on the pleat seam from the top, turned around, fed through another loop and then closed. For use in combination with 'Clic gliders with eyelet across (HC 1, HC 3, HC 5, HC 7, HC 9). Available as a combination of glider with short or long hook for pleats.

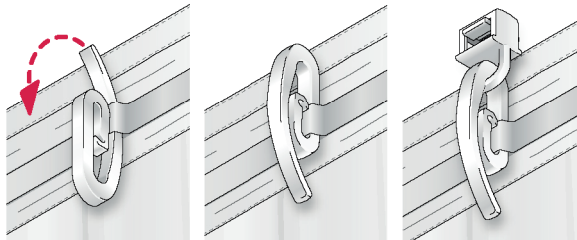
'Clic glider with eyelet alongside combined with double fingered hook for pleats HH 4



Curtain with pleats

Simple to fit without sewing. The two fingers of the hook HH 4 are fed through two different loops of the pleat seam to create a pleat. For use with 'Clic gliders with eyelet alongside (HC 2, HC 4, HC 6, HC 8).

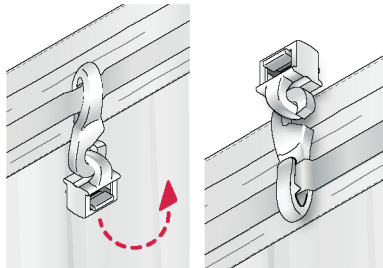
'Clic glider with eyelet alongside combined with hook HH 3



Drape without pleats

Simple to fit without sewing. The hook HH 3 is fed into the pleat seam and then hooked into the glider eyelet. The single push-fit hook does not form a pleat. For use with 'Clic gliders with eyelet alongside (HC 2, HC 4, HC 6, HC 8).

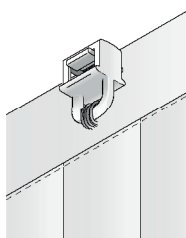
'Clic glider with eyelet across combined with hook HH 6



Drape without pleats

Very easy to fit without sewing. Feed the hook HH 6 into a loop of the pleat seam from the top and turn it around. It does not form a seam. For use with 'Clic glider with eyelet across (HC 1, HC 3, HC 5, HC 7, HC 9). Available as a combination of glider with hook.

'Clic glider with eyelet alongside



Drape with a shallow pleat or without a pleat

Fully automated sewing of 'Clic gliders (usually with eyelet alongside) with a shallow pleat or without a pleat. Very efficient and cost-effective. Particularly suitable for fitting in large quantities in buildings, vehicles, caravans, etc.