

GLUE LAMINATED HARDWOOD (GLH)

Engineered & manufactured with recycled or sustainably sourced hardwoods



GLUE LAMINATED HARDWOOD

MANUFACTURED USING RECYCLED OR SUSTAINABLY SOURCED AUSTRALIAN HARDWOODS

Glue laminated hardwood provides the perfect combination of strength, high fire performance, versatility, durability and positive environmental properties. In addition to also being rich in natural beauty (plus aged patina in the recycled option) using timber in construction has proven to have positive health benefits for the occupants of lowering stress, reducing blood pressure and generally improving the occupants wellbeing.

A comparatively light building material with a strength to weight ratio of 4-5 times than non-reinforced concrete and 20% higher than steel. GLH is perfect for prefabrication providing for quicker installation, reducing on-site construction costs. Add to this its superior thermal and acoustic properties, along with a lighter environmental footprint and you can understand why GLH is much more than a pretty face.

All GLH beams are custom manufactured and can be tailored to individual specifications and requirements.

A selection of standard widths and thicknesses are:

THICKNESSES	WIDTHS	SPECIES AVAILABLE	FINISHES	LENGTH AND PROFILE
<ul style="list-style-type: none"> • 65mm • 85mm • 105mm 	<ul style="list-style-type: none"> • 155 • 185 • 215 • 240 • 280 • 300 <ul style="list-style-type: none"> • 315 • 350 • 380 • 410 • 445 • 475 <ul style="list-style-type: none"> • 505 • 535 • 570 • 600 	<ul style="list-style-type: none"> • Blackbutt • Spotted Gum • Ironbark • Tallowwood • Rich Australian Reds <ul style="list-style-type: none"> • Tasmanian Oak/ Victorian Ash • Recycled mixed pales • Recycled mixed browns • Recycled mixed red 	<ul style="list-style-type: none"> • Sanded 180 grit finish • Wire brushed • AND/OR preoiled with penetrative timber oil 	<ul style="list-style-type: none"> • From 2.1 up to 15.0 metres available • Straight Precambered to 600mm radius OR Curved to 5mm radius