



Parts No.	Description
C-E-201	Air Switch (use part # 80621)
C-M-340-T	(891121) Air Switch Tube (Per Foot) /ft.
C-S-1060	Ash Cleanout Door
A-S-3018	Auger Biscuit, Octagon – Includes A-BUSHTOP & C-F-088
A-BUSHTOP	Auger Bushing – Top & Bottom, Brass (No Threads)
C-S-1078	Auger Cover Plate
C-E-017	Auger Motor (use part #80642)
A-AUGPIN	(83529) Auger Pin
A-AUG-22	Auger Shaft
C-S-3030	Auger Stop Bracket
A-S-BURNPOT	Burnpot Assembly – Includes A-S-INSERT
A-S-INSERT	Burnpot Insert – Stainless Steel
A-TOOL-96	Cleaning Tool
A-E-027	Combustion Blower
A-E-033A	Convection Blower, with Gasket

Parts No.	Description
C-E-046-N	Fuse – 125V 5 AMP
C-G-105	Gasket, Combustion Blower – Housing to Motor
C-G-101	Gasket, Combustion Blower – Housing to Stove
C-G-100	Gasket, Convection Blower
C-G-050	Gasket, Door – 5/8" Firm Black /ft.
C-G-033	Gasket, Glass – 3/16" x 3/8" (use part # 88174) /ft.
C-F-370	Grommet, Rubber – Damper
C-E-IGN	Igniter Element (use part # 80607)
C-E-060	Power Cord
C-E-071	Receptacle for Power Cord
C-F-088	Retaining Ring – 5/8" – For A-BUSHTOP
C-E-090-21	Thermodisc, High Limit
C-E-090-22C	Thermodisc, Proof of Fire/Low Limit (use part # 80610)
C-E-UH1000	Wiring Harness, Universal for Digital Control Panel

Parts No.	Description
A-ASHPANP24FS	Ash Pan – P24F
SA24BK	Brick Panels – P24F (A-M-BRICK24)
SA24iBK	Brick Panels – P24I (A-M-BRICK24i)
SALOG	Ceramic Log (A-M-LOG)
C-S-4080	Cam Latch – P23, P1000PWA, P24
A-E-401	Control Panel, Digital
C-L-401	Control Panel Faceplate for A-E-401
A-D-010-BN	Door - P24, Brushed Nickel CALL
A-D-010-G	Door - P24, Gold
A-D-010-PT	Door - P24, Painted w/Trim
C-D-050N	Door Handle, Spring – Chrome

Parts No.	Description
C-D-050	(892002) Door Handle, Spring – Gold
C-F-090	Door Hinge Pin
C-D-030	Glass, Oval
C-D-032	Glass, Side
A-H-KIT23	Handle Replacement Kit - P23, P24, P1000PWA/PWC
C-F-291	Hinge Block
C-S-5040	Hopper Lid - P24F
C-S-323	Hopper Lid - P24I
A-S-103-BN	Window Trim, Side - P24I - Brushed Nickel
A-S-103-G	Window Trim, Side - P24I - Gold
A-S-103	Window Trim, Side - P24I - Painted CALL