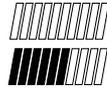


PRO-TEKT™ MAT

- For commercial floor protection applications
- Provides good slip resistance and insulation
- Easy to clean and cut to shape
- Colour: Black
- Other dimensions available
- Thickness: 1/8"



SDP148



Anti-Fatigue 0/10

Durability 6/10

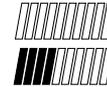
Model No.	Dimensions			Price /Each
	W'	x	L'	
SDP148	3	x	60	
SDP149	4	x	60	
SDP150	6	x	60	

WIDE RIB RUBBER MAT

- Durable rubber surface is slip-resistant and resists abrasion
- For commercial floor protection applications
- Provides good slip resistance and insulation
- Easy to clean and cut to shape
- Colour: Black
- Other dimensions available
- Thickness: 1/8"



SDP153



Anti-Fatigue 0/10

Durability 4/10

Model No.	Dimensions			Price /Each
	W'	x	L'	
SDP153	3	x	75	
SDP154	4	x	75	

BOOT TRAY

- Keeps dirt and moisture off floors
- Durable plastic construction with a raised edge to corral melting snow, mud or salt
- Great for entryways, garages or closets
- Colour: Black



Model No.	Dimensions			Thickness"	Price /Each
	W"	x	L"		
SGH285	14	x	25	0.6	
SGU858	19	x	39	1.18	

BOOT & SHOE CLEANER

- Option to anchor to the floor ensures a secure brush
- Constructed of stiff polypropylene bristles
- Designed to effectively scrape off dirt & debris from footwear
- Ideal for high traffic areas such as schoolyards, construction sites and industrial areas
- Overall Length: 15"
- Colour: Yellow

Model No. JK632
Price/Each \$



BOOT SCRAPER

- Scrape shoes and boots clean to avoid tracking dirt, slush, and snow
- Rubber fingers brush the sides and bottom of boots
- Portable or can be made fixed (mounting hardware not included)
- Overall Length: 12"
- Easy to clean

Model No. SFQ526
Price/Each \$



BOOT-BOY® INDUSTRIAL FOOTWEAR CLEANERS

- Constructed of 14-gauge hot rolled steel
- Nylon brush is long-lasting and easily replaceable
- Brush can be used wet with water, degreasers in pan or dry
- Plugs into any standard outlet
- 1/3 HP ball bearing motor
- CSA Approved
- Powder coated finished in red

Model No. NI593
Price/Each \$

