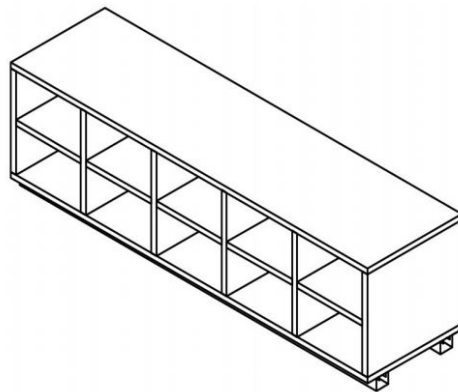


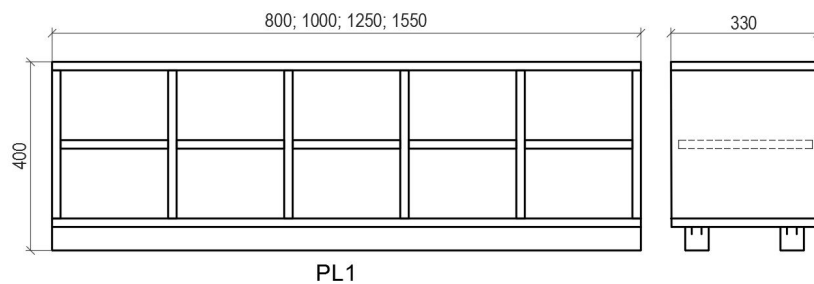
cat. no. 216.20

Personnel Airlocks

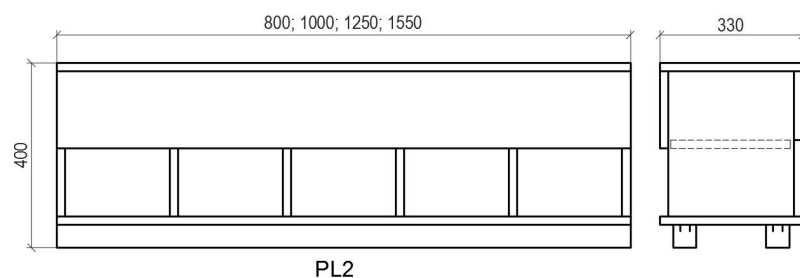
## STEP-OVER BENCHES



- 
- Complete the range of facilities for personnel pass-through.
  - It is used to store shoes. It forms an imaginary line of cleanliness in the pass-through.
  - The benches are mounted on the basic section-steel, with a height of 50 mm. This section is coated with flooring or treated with thermosetting powder coating RAL 9016.
  - The bench incorporates removable metal-sheet shelves, treated with thermosetting powder coating RAL 9016.
  - We offer two versions of benches - single-sided and double-sided.



PL1 – Single-sided step-over bench



PL2 - Double-sided step-over bench

## MORE INFORMATION, PHOTOS



## TECHNICAL DATA

### Type designation

Step-over bench

### Material design

value	Material
Standard	
Premium 304	

### Bench type

height	value	depth
400 mm	Single-sided	330 mm
400 mm	Double-sided	330 mm

The height of the bench includes the plinth with a height of 50 mm.

Width	
width	value
800 mm	Bench width
1000 mm	Bench width
1250 mm	Bench width
1550 mm	Bench width
mm	Non-standard - additional width of the bench mm
Where the bench width cannot be determined from the aforementioned versions, please choose non-standard design and indicate the additional size of the bench width (in mm) after the Q symbol.	

Internal division
2 Removable shelves for shoes (sheet metal)
3 Removable shelves for shoes (sheet metal)
4 Removable shelves for shoes (sheet metal)
5 Removable shelves for shoes (sheet metal)
6 Removable shelves for shoes (sheet metal)
7 Removable shelves for shoes (sheet metal)

Plinth height of 50 mm
Basic profile covered with floor covering. For new floor covering
Metal profile with surface finish. For the existing floor covering

Colour finish
White colour
Non-standard - optional colour finish

Non-standard design
Standard design
Non-standard - optional colour finish
Standard design 0 - clear specification out of offered options Non-standard design Q - atypical solution that cannot be clearly specified using a code