VinylSTAT FM3 ESD Floor Runner

Provide a non-slip surface well as ESD grounding protection.

Corrugated floor runner mats can reduce slips and falls by increasing traction, even when exposed to moisture and chemicals. Transforming Technologies' VinylStat FM3 V-Groove solid floor runners are made from a homogeneous polymer mix of durable PVC and are designed to provide a static safe work area for a wide variety of applications where ESD properties are required.

The FM3's matting is embossed with a V-Groove pattern that provides a non-slip surface that is easy to clean and has great lay-flat properties. Available only in Gray. Full rolls are available in the sizes: 3' x 60' and 4' x 60'. Cut mats are also available in a varity of sizes and come ready to use with factory installed grounding snaps and low profile grounding cord.

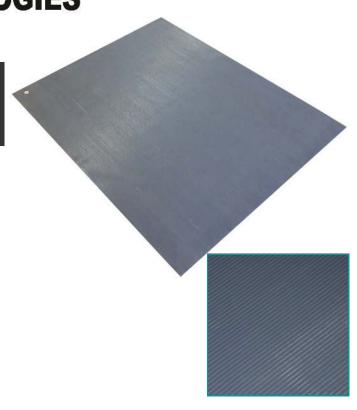
Part Numbers:

FM336720GY:

FM348720GY:

FM33672GY:

FM34872GY:



Features

- V-Groove Pattern Provides Traction
- Protects Floors in High Traffic Areas.
- Available in Workstation Mats, or Full Rolls for Long Runners
- Provides a Path-To-Ground for ESD Footwear
- Easy to Clean

Applications:

Provides a path-to-ground for workers wearing ESD footwear as well as a non-slip surface that protects floors in high traffic areas.

Specifications:

Color: Gray or Brown
Emboss Pattern: V-Groove

Gauge 0.125"
Density 20 lb/ft3 nominal

Tensile 700 lb/in2 minimum
Elongation 150% minimum
Tear 150lb/in minimum
Durometer 80 + 5, (Shore A)

Electrical Properties RTT (ohm/sq)

@100v $1x10^8 - 9x10^9\Omega/sq^*$

*High limit may exceed limit set in ESDA standards.

This document is prepared for our customers as a service, and is to the best of our knowledge true and accurate. However, it is understood and agreed by the users of this document that we will accept no liability for the conclusions reached. Users of this document may therefore wish to perform additional testing before determining that products mentioned are suitable.

3' x 60' Gray

4' x 60', Gray

3' x 6', Gray

4' x 6', Gray