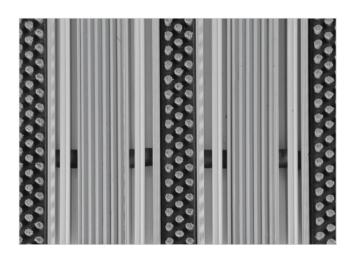
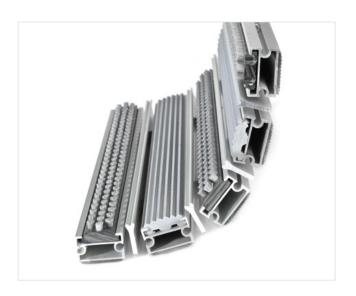


Lux Brush/Rubber - open

Code: NPOBR





IMPERATOR is a powerful and determined STILMAT aludoormat. The successful one with additional fittings: this model has special scraper bar for an extra cleaning effect! The profiles are connected with galvanized steel cable and rubber spacers. Imagine your impressive entrance with IMPERATOR STILMAT doormat. Suitable for outdoor use and for extreme frequency of passengers. This model is with thorough brushes for an extra cleaning effect and profiled rubber inserts. Ideal for picking up coarse dirt.



Ideal for: Coarse dirt



The weather-proof solution



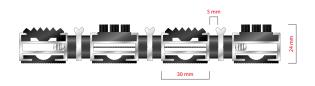
Roll-over and drive-over capability: Wheelchairs, Prams, Hand and Light shopping trolleys



Aluminum coating: Fully anodized



Logo options: Logo engraving





STILMAT IMPERATOR

Lux Brush/Rubber - open

Code: NPOBR

Model	IMPERATOR (Lux brush & Rubber)
Tread surface (inlay):	Special scraper bar mounted between profiles, Lux brushes recessed, robust and profiled rubber inserts
Ideal for	Coarse dirt
Colors:	Black, Grey, Brown
Version	Open system
Code	NPOBR
Approx. height (mm)	24 mm
Entrance position	Outdoors
Zones: I – II - III	Zone: I
Load	Extreme
Automatic door systems	Profile clearance of 3 mm available as an option for revolving door drives, in accordance with EN 16005
Footfall	Daily footfall of 2000 and up
Roll-over and drive-over capability:	Wheelchairs, Prams, Hand and Light shopping trolleys
Support chassis	Made from rigid anodized aluminum with rubber sound insulation underlay
Aluminum coating:	Fully anodized, to increase resistance to corrosion and wear. More aesthetically pleasing finish and harder surface than pure aluminum.
Aluminum material thickness (mm)	1.2
Connection	Galvanized steel cable and rubber spacers
Standard profile clearance approx. (mm)	5 mm (or 3mm for automatic/revolving doors)
Slip resistance	R 10 slip resistance as per DIN 51130
Logo options	Logo engraving
Contact	STILMAT

Guarantee: 5 years on aluminum parts and construction

