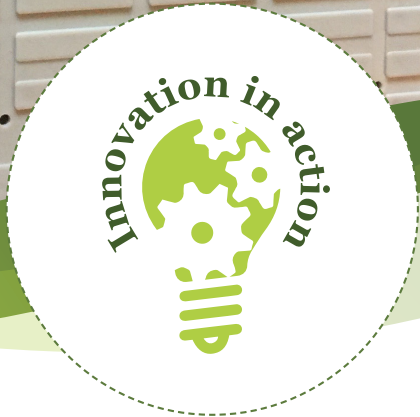


# Solid Flooring System

Interlocking flooring for NRS Relief multi-purpose tents and mobile storage units



## High-performance

Lightweight and highly durable flooring system, capable of withstanding heavy loads.



## Compatible

Suitable for all NRS Relief multi-purpose tents and mobile storage units, and for covering any surface.



## Easy deployment

Designed specifically for rapid deployment and break down, making it ideal for emergency response situations.



## Disinfectable

Materials and drainage holes allow for easy cleaning and disinfecting, ideal for medical purposes.



## All climate zones

The flooring can withstand extreme temperatures, from -30C to +50C.



## Eco friendly

All materials can be reused or recycled.

# Solid Flooring System

## Technical specifications

### General description

- Our Solid Flooring System is the ideal flooring solution for emergency response situations.
- It is lightweight, load-bearing and withstands high impact. It can cover grass, sand, asphalt, and other sensitive and uneven surfaces.
- The interlocking panels hinge at the connections, allowing higher loads.
- It has been designed to enable fast and easy deployment, and requires minimal labour to install.
- The panels can be stacked for storage and transport, or made into rolls for quicker assembly.

### Materials

High impact polypropylene
Anti-slip with drainage holes
Temperature resistance: -30C to +50C
UV resistance: >10 years

### Dimensions

305 x 102 x 18 mm
32 pieces are required to cover 1 square meter

### Weight

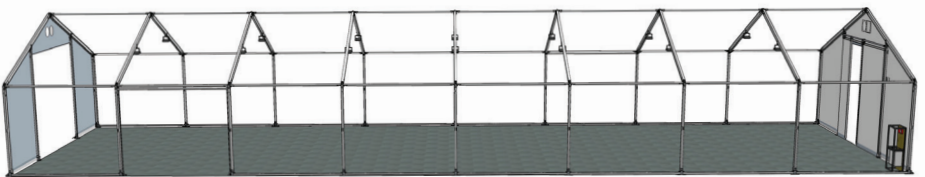
120 g per piece
3.84 kg per square meter

### Safety

Fire rating of UL94HB (slow burning rate < 76 mm/min for thickness < 3 mm, or burning stops before 100 mm)
--

### Testing

Flooring was tested by being compressed at the rate of 0.51 inches/minute until 24,000 lbf/ft <sup>2</sup> was reached. No fractures were detected after five minutes.
--



Example of the Solid Flooring System used in NRS Relief's Rex Hall 10 x 32 m Mobile Storage Unit.