

SHIELD^{me}™



AUTOMATIC SHOE COVER DISPENSER

SDM-SCD50



SHIELD^{me}™ SHIELDME SHOE COVER dispenser allows swift, easy, hands-free fitting of temporary shoe covers over footwear, greatly reducing the spread of soil and associated germs, 420mm x 220mm x 130mm. They can be used in food preparation areas, medical facilities, show homes, anywhere requiring reduction of trafficked dirt. The SME-SCD50 to be ordered with SDM-SC100 which is a light plastic shoe cover. A heavier slip resistant version of the shoe is available, SDM-SCNW30. These covers are absolutely ideal for moderate use in reasonably dry indoor environments. There are practical limitations. The shoes are not designed for repeated heavy duty work, or for use on rugged or very abrasive surfaces, or where there is very smooth and wet slippery flooring. Shoes and boots should be dry before the covers are fitted. The SME-SCD50 units should not be located in cold stores, because prolonged cold reduces the elasticity and effectiveness of the SDM-SC100/SDM-SCNW30 ankle band. Covers fit up to size UK 13 / EU 2/1 48

PRODUCT PERFORMANCE FEATURES

- ✓ For Lab, Isolation Ward, Hospital, Lab, living room, bedroom, office, workplace etc.
- ✓ Reinforced pedal: ABS movement ABS engineering plastic is more sturdy and can be used repeatedly
- ✓ T-type buckle: simple installation, more stable, energy-saving and environmental protection is a good helper for home life
- ✓ ABS engineering plastics: ABS engineering plastics are auto parts standard effective to increase product robustness against stepping pressure and anti-fall
- ✓ Anti-slip mat design: The bottom 8 anti-slip mats are designed with environmentally friendly PVC material to effectively prevent the shoe cover machine from sliding to protect your floor.



شركة النبع للمعدات والمواد ش.م.م.
AI Nab'a Equipment & Supplies LLC

Phone: 24229483, Mobile: 99889341

Email: enquiry@alnabaequipment.com, www.alnabaequipment.com

*We reserve the right to change specifications of our product without prior notice.