



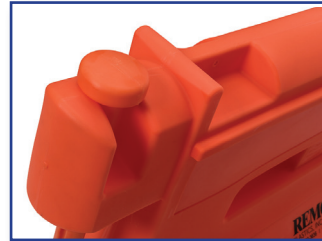
GUARDSAFE® 36 Barricade



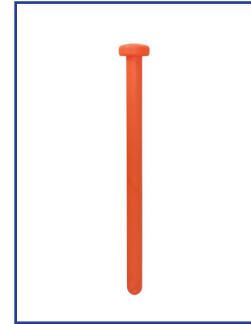
Remcon's NEW GUARDSAFE 36 water-filled barricade is the ideal product for traffic and pedestrian channelization in almost any environment. Our brand new swivel pin and lock design allows users to easily connect and rotate barricades to 90°. All of our traffic safety products are manufactured with rotationally-molded polyethylene, which allows the barricade to stand up to the harshest weather conditions and resist dents and cracks.

Features/Benefits:

- Each GUARDSAFE 36 Barricade comes with (1) swivel pin that allow users to connect and rotate barricades to 90°.
- Ideal for temporary work zones, perimeter fencing, crowd control and more.
- Easily accepts rolled fence and/or fence panels to increase visibility and security for any project.
- Lightweight design and two forklift holes make transportation and positioning easier for users.
- This product has passed the test for the FHWA MASH TL-I standards as a Longitudinal Channelizing Device (LCD).




Molded-in pocket for standard blinking light/pin coupler



GUARDSAFE 36 interlocking pin

Width		Length		Height		Weight	
in	cm	in	cm	in	cm	lbs	kg
24	60.96	72	182.88	36	91.44	70	31.75

⚠ WARNING



This product is classified as a longitudinal channelizing barricade, NOT a positive barrier. Like plastic traffic cones, this device is intended to serve as a visual channeling device to direct vehicles or pedestrians. This device is NOT designed to keep vehicles from penetrating through. **DO NOT** use longitudinal barricades in applications where people or fixed objects are intended to be protected from vehicle impacts.

All GUARDSAFE products feature the following benefits:

- Molded-in recessed handles and relatively lightweight design make it easy to move and position.
- Energy-absorbing design makes an effective and economical alternative to concrete barriers.
- Ideal for crowd and traffic control, checkpoints, and security.
- Flat side surfaces easily accept reflective striping.