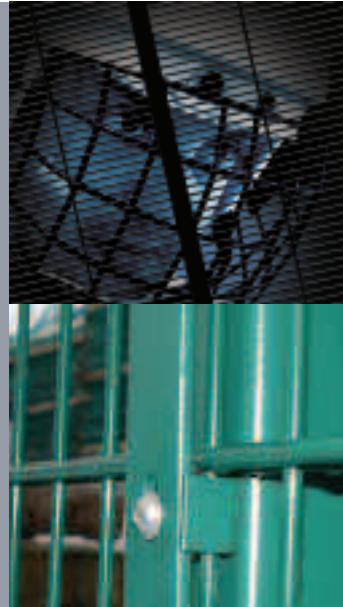


BARKERS SPORTS FENCING RANGE **BRONZE** DESIGNED FOR LOW IMPACT SPORTS

BARKERS SPORTS FENCING RANGE **BRONZE REBOUND** DESIGNED FOR MEDIUM IMPACT SPORTS



SPORTSBRONZE

SPORTS BRONZE has been designed to provide a cost effective solution for most general sporting applications. Excellent for use in schools, urban sports grounds, health clubs and ball containment areas. Specifically designed for general/low impact sporting applications.

Panels

Manufactured using 6mm vertical and 2no 8mm horizontal wires welded at each intersection creating a strong and durable panel. The mesh aperture consists of a 200 x 50mm mesh spacing providing excellent see through visibility!

Posts

Standard post sections available are 60 x 60 x 2.5mm or 80 x 80 x 3mm. For increased fence height further post sizes are also available.

Heights

2m, 3m, 4m and 5m. Heights above 3m can be achieved using panel increment sections, enabling a quick and safe installation.

Fixings detail

Barkers Fencing anti-vibration **PROFIX Twin** clamp assembly provides a smooth and flush detail, protecting against personal injury and product damage.

SPORTSBRONZE REBOUND

SPORTS BRONZE *REBOUND* is the next generation of sports mesh. The integrated rebound panel gives an incredibly true ball rebound and excellent durability.

Panels

Manufactured using 6mm vertical and 2no 8mm horizontal wires welded at each intersection creating a strong and durable panel. The mesh aperture consists of a 200 x 50mm mesh spacing providing excellent see through visibility, and an integrated rebound panel up to 1.2m.

Posts

Standard post sections available are 60 x 60mm or 80 x 80mm. For increased fence height further post sizes are also available.

Heights

2m, 3m, 4m and 5m. Heights above 3m can be achieved using panel increment sections, enabling a quick and safe installation.

Fixings detail

Barkers Fencing anti-vibration **PROFIX Twin** clamp assembly provides a smooth and flush detail, protecting against personal injury and product damage.