

THE COMPACT LOADING SOLUTION

Segway Loading Ramps

Handi-Ramp's Segway Loading Ramps are perfect for loading and unloading your Segway HT Scooter into an SUV or pick-up truck. Light weight and easy to use, these ramps are 60 inches long when extended and fold in half for easy loading and storage.



Product Features

- Made from strong extruded aluminum
- Measure 5 feet long when extended
- Easy to use, hinged construction
- Lightweight (each track weighs only 9 pounds)
- Rubberized padding on lip protects bumpers
- Folded compact size of 4 1/4" H x 9 1/4" W x 30" L
- 2 inch safety curbs help keep your Segway on the Track



<http://www.handiramp.com/segway-ramps.htm>

Material Handling Trak Ramps

Handi-Ramp's Material Handling Trak Ramps are an easy to use, convenient, simple solution, for all your loading and unloading needs. Manufactured from durable, extruded aluminum with a non-skid surface for decades of useful service, these ramps are available in a range of lengths and capacities depending on usage.



For heavier duty applications, the Super-Duty Traks are made from heavier gauge extruded aluminum designed to provide extra strength and weight capacity.

Traks that are 60" and longer are hinged for additional convenience and portability. Durable welded hinges make Traks especially easy to use. Simply unfold to use and fold to carry or store.

All Handi-Trak systems feature a 6 3/4" width (inner dimension) to accommodate most applications. There



are no difficult-to-manipulate buttons or telescoping parts to separate or catch on wheels and Easy-Carry Handles, standard with each Trak Ramp, reduce stress on fingers and wrists.

Handi-Ramp® also offers the Stabilizer Bar, an important new accessory developed specifically to keep Traks from moving or sliding while in use. The Stabilizer Bar ensures absolute Trak System stability for particularly steep applications. To use, simply mount the stabilizer bar on the threshold of a barrier or van doorway, then securely lock each Trak down into the bar.