

Cover More Ground With **TRAKMAT®**



TRAKMAT®



Strong ■ Light ■ Fast

**Protect Your Turf And
Safeguard Your Equipment**



Strong ■ Light ■ Fast

TRAKMAT® is the most versatile ground cover mat in the industry. It is designed to move large vehicles over lawns, sidewalks, driveways and more without causing damage. It also prevents vehicles from getting stuck in muddy, wet, unstable ground conditions. Made from the highest-quality polymers, TRAKMAT will not rot or break.



TRAKMAT Advantages:

- **Prevent Damage** – Protect lawns and other surfaces from vehicles or heavy equipment
- **Save Time** – No lost time because of stuck vehicles or equipment
- **Save Money** – Stop replacing slippery, heavy, wet, rotten, broken plywood
- **Prevent Injuries** – Lighter weight, with hand cutouts for easy lifting
- **Longer Life** – UV protection prevents material degradation



Protecting 600-year-old courtyard stone

Industries Using TRAKMAT:

- Construction
- Landscaping
- Tree service
- Utility
- Cemetery
- Telecommunication
- Movie production
- Septic service
- Golf course
- Special event



EASE OF HANDLING

- **Lightest Full-Size Mat in Industry** – Unique 44.5"-wide size
- **Easy Lifting** with hand cutouts standard – No extra tools needed
- **Effortless Loading** with unique traction design – Contractor's choice!
- **Connector Holes** standard on all four corners
- **Trouble-Free Trackway** with two- or four-way tough urethane connectors
- **Stay-Put U-Stakes** prevent mats from sliding on inclines



STRENGTH & RELIABILITY

- TRAKMAT will bend but will not break
- Withstands up to 60-ton vehicles
- Unaffected by heat or cold
- Chemical and oil resistant
- Tough, flexible half-inch-thick sheet
- Six-year limited warranty

DESIGN

- **Max Tire-to-Mat Contact** with unique Power Cylinder Traction design
- **Max Mat-to-Ground Contact** helps keep mat in place
- **Never Burns Grass** in the summer heat with Cool Green color option
- **No Sun Glare** with nonreflective matte surface – protects your eyes



