

OPTIMAL

Aluminium Fittings

Durability



LOW → HIGH



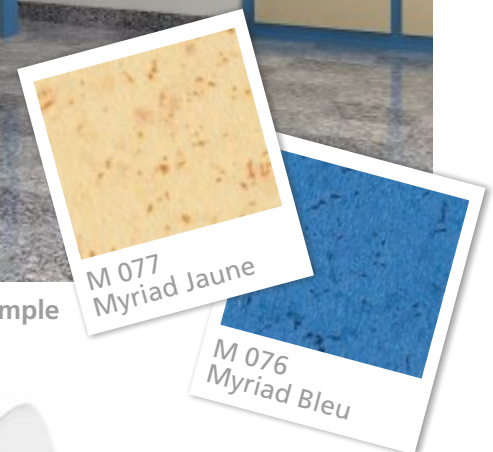
Moisture Resistance



LOW → HIGH



Finishes Used in this Example



The Optimal Range is the answer for projects with a tight budget.

- Suitable for** Offices, Restaurants
- Board** 19mm Melamine Faced Chipboard
- Edging** 2mm ABS for extra durability
- Fittings** Satin Anodised Aluminium
(optional upgrade to Powder Coated colours)
- Usage** For use in dry, low use areas

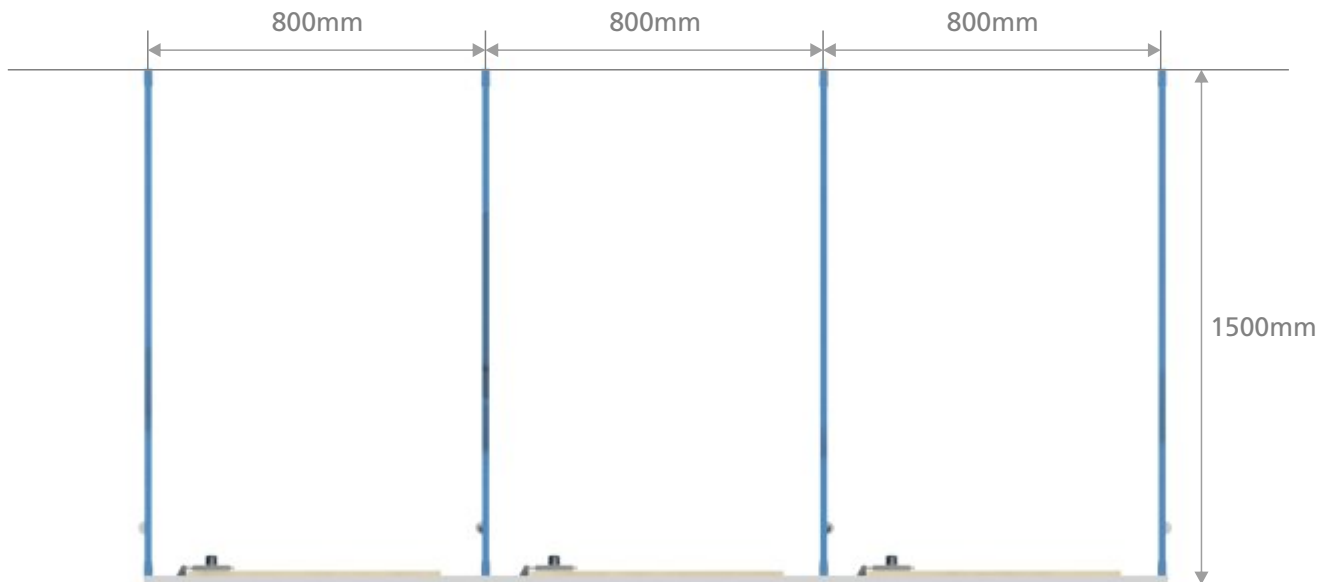


Satin Anodised Aluminium Fittings

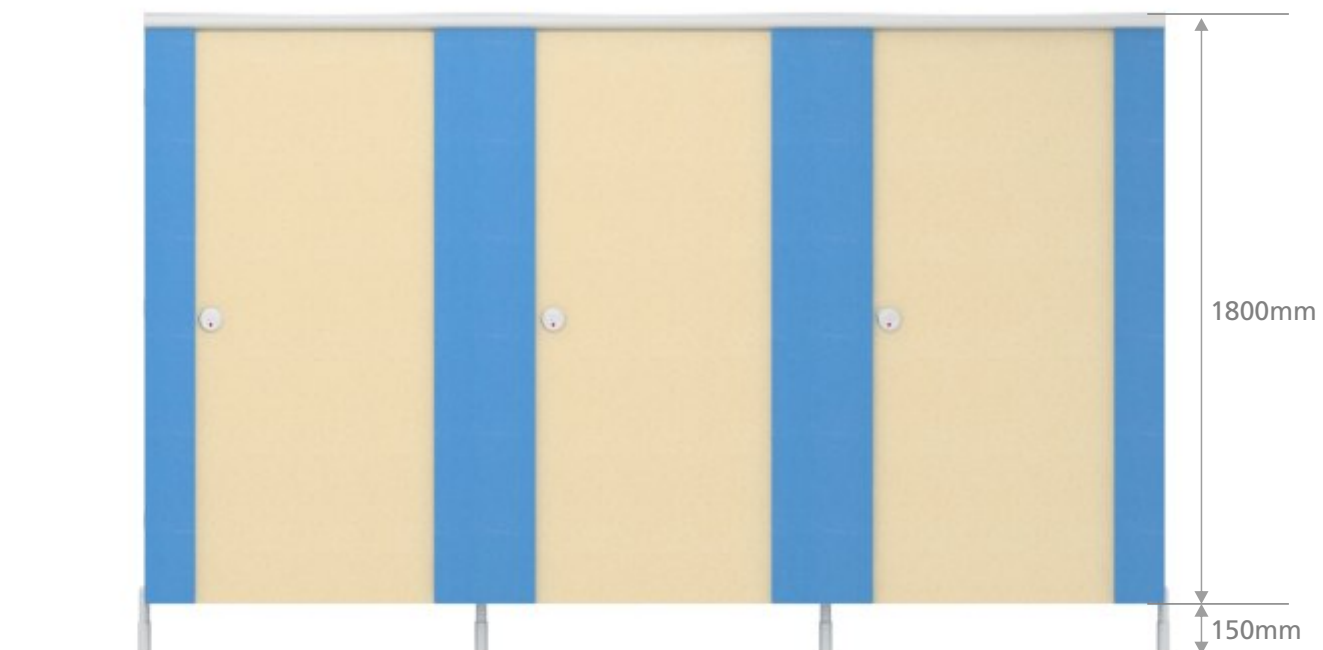
OPTIMAL

Standard Sizes

Tel: 0845 180 0656
Fax: 0161 790 9625
Email: sales@cubiclesanddoors.co.uk
www.cubiclesanddoors.co.uk



Plan



Front

Cubicles

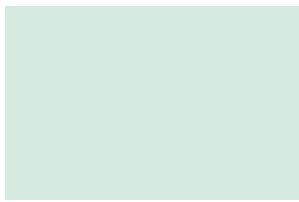
End Pilasters: 1800mm high x 100mm wide. Mid Pilasters: 1800mm high x 200mm wide

Partitions: 1800mm high x 1500mm wide. Doors: 1800mm high x 650mm wide

Standard sizes shown are based on a cubicle size of 800mm wide x 1500mm deep x 1800mm high.

COLOUR GUIDE

Polyrey MFC Range



A 014 - Aigue Marine
MFC LV 0.69



A 036 - Amandine
MFC LV 0.57



B 001 - Bleu Flash
MFC LV 0.13



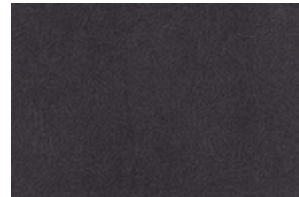
B 015 - Blanc Menuires
MFC LV 0.83



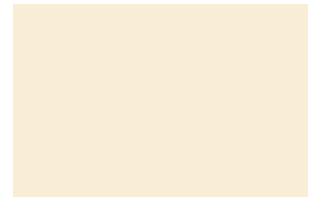
B 048 - Bleu Oslo
MFC LV 0.51



B 086 - Bleu Carabes
MFC LV 0.09



C 011 - Caviar
MFC LV 0.10



C 017 - Coquille d'Oeuf
MFC LV 0.70



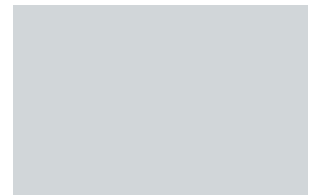
C 062 - Capucine
MFC LV 0.16



Y 022 - Rose Bougainvilleie
MFC LV 0.18



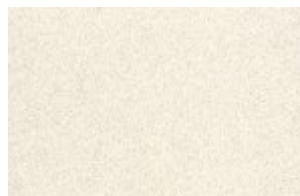
G 003 - Gris Perle
MFC LV 0.37



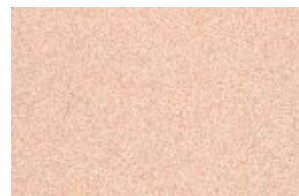
G 029 - Gris Tourtelle
MFC LV 0.55



G 031 Genet
MFC LV 0.59



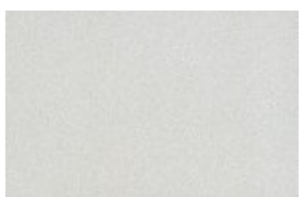
L 016 Luna Beige
MFC LV 0.64



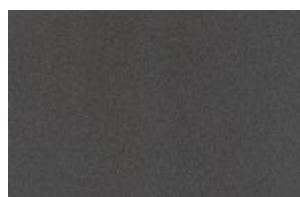
L 017 Luna Rose
MFC LV 0.59



L 018 - Luna Vert
MFC LV 0.60



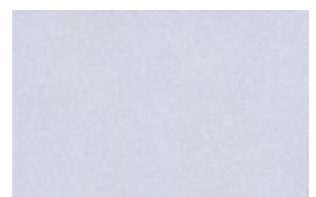
M 001 Maryland Clair
MFC LV 0.56



M 003 - Maryland Fonce
MFC LV 0.14



M 047 - Mousse
MFC LV 0.35



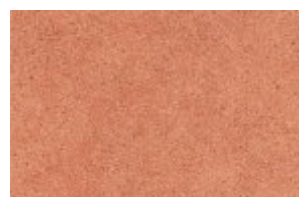
N 022 - Nova Lilas
MFC LV 0.51



N 023 - Nova Saphir
MFC LV 0.24



N 028 - Nova Mousse
MFC LV 0.35



N 049 - Nova Argile
MFC LV 0.29



V 011 - Vert d'Eau
MFC LV 0.69

**KEY: HPL = HIGH PRESSURE LAMINATE. MFC = MELAMINE FACED CHIPBOARD. SGL = SOLID GRADE LAMINATE
LV = LUMINESCENCE VALUE.**