

ALUMINUM FRAMES WITH LENSES

SNAP IN LENSES are designed for custom size aluminum frames in sizes from 6 to 200 square inches.

- Frames have 1/8" wall thickness, 7/16" outside depth. **MUST SPECIFY DEPTH WHEN ORDERING.**
- Lenses snap in and out with the aid of a suction cup placed in the center of the lens.
- Dividers are used to make multi-lens compartments.
- Special matte black dividers can be used to make compartments under a single lens.
- Frames can be made to accommodate paper and 1/32", 1/16", or 1/8" sign material.
- Frames are available in nine anodized finishes: Polished Rose Gold, Polished Yellow Gold, Polished Silver, Arch Bronze, JRS Bronze, Matte Black, Satin Silver, Satin Rose Gold, and Satin Yellow Gold.
- Please specify part number, inside dimension, color, sign material thickness, and desired inside depth.
- Prices are for frames up to 100 perimeter inches. Please request quote on larger frames.

DOOR OR WALL

- 140 Square Corner
940 Round Corner
3/8" inside radius

DESK

- 141 Square Corner
941 Round Corner
3/8" inside radius

Net price is calculated by multiplying the perimeter inch price by the total perimeter inches of the frame.

Example: Part #140 2" x 8" = 2 + 8 + 2 + 8 = 20 perimeter inches.

20 perimeter inches x price per perimeter inch = Net Price

LENSES

Lenses are made of a semi-flexible .060" or .080" non glare acrylic designed with tabs that snap the lens securely into the frame. Lenses snap out by the use of a suction cup. Maximum lens size is 200 square inches.

Net price of lenses is calculated by total square inches.

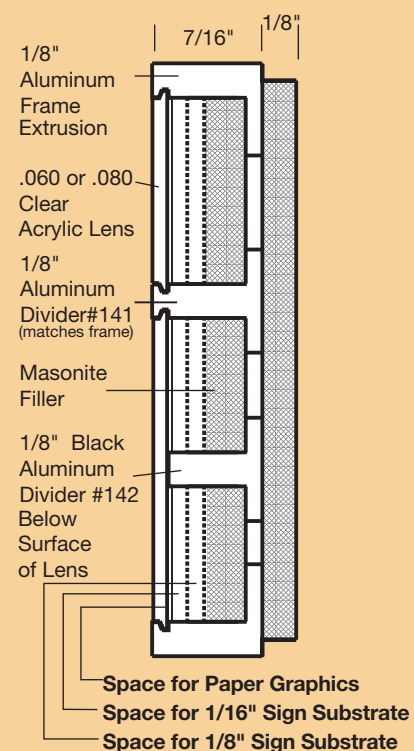
Add frame cost and lens cost together. Treat frame and lens as one unit for quantity discount.

HOLES BY REQUEST ONLY

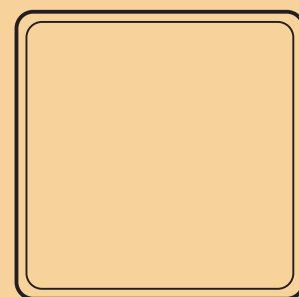
Please specify part number, inside dimension, inside depth, and color. Prices are for frames up to 100 perimeter inches. Please request quote for larger frames.

All holders and frames can be combined for quantity discounts.

See price list for current pricing and quantity discounts.



940



140

