

DISPENSING

# POLY-SPILLCART™

## GET ON THE MOVE!

Transporting 55-gallon drums, pails, paint cans, and other materials around your plant has never been easier. Poly-Spillcart™ eliminates the risk of spills during transport with its large spill capacity.

Poly-Spillcart™'s caster wheels help you move around freely while its ergonomically-designed handle makes maneuvering a breeze. A tray for tool storage keeps tools handy while the structural foam grate removes for easy cleaning. Features drain plug and lets you empty the sump without effort.



Grate removes for easy cleaning and decontamination

Ergonomically-designed handle ensures easy maneuverability

Tool tray

Easily rolls through 36" doorways

Polyethylene construction will not rust or corrode

Front wheels turn freely and brake for secure positioning

57-gallon spill capacity

Up to a 500 lb load capacity

Extra-large, easy roll 10" polyolefin wheels



# POLY-SPILLCART™ ATC

Need an even more rugged Poly-Spillcart for outdoor terrain? Poly-Spillcart™ is available in an All-Terrain Cart (ATC) or can easily be converted into one with the conversion kit. The Poly-Spillcart™ ATC's heavy-duty solid rubber wheels and durable axle are designed to handle even the most demanding environments smoothly and with ease. Wheel brakes are not available with the ATC model.



Casters pivot 360° for mobility and wheel brakes for secure position.



Drain plug empties sump easily.



Large internal sump holds incidental spills.



Built-in tool tray keeps tools and other small objects easily accessible.

### POLY-SPILLCART™

Part #	Description	Dimensions L x W x H in. (cm) w/ handle	Dimensions L x W x H in. (cm) w/o handle	Weight lb. (kg)	Spill Cap. gal. (L)	Load Cap. lb. (kg)
5200-YE	Spillcart	66.5 x 29 x 43.9 (169 x 74 x 112)	62.75 x 29 x 13.13 (159 x 74 x 33)	126 (57.1)	57 (215.7)	500 (227)
5200-YE-A	Spillcart ATC	66.5 x 29 x 46.9 (169 x 74 x 119)	62.75 x 29 x 16 (159 x 74 x 41)	133 (60.3)	57 (215.7)	500 (227)

Regulations: EPA 40 CFR 264.175, SPCC and NPDES