

CASTOR OPTIONS

For more information visit
www.edenoffice.co.nz/Castor_options

Castor name	Description	Epecially suitable for
Standard castor 	<p>Made of high-durability nylon. Provides free-wheeling movement on most floor surfaces.</p>	<p>Most office situations</p>
Brake castor Also known as Friction Brake castor 	<p>Wheels freely when the user's entire body weight is on the chair, locks when there is no weight on it.</p> <p>Prevents the chair rolling away from the user as they sit down.</p>	<p>Disabled users Laboratory situations</p>
Soft Wheel castor Pale grey polyurethane rim 	<p>Grey polyurethane rim protects floor surfaces such as timber or soft vinyl.</p> <p>Also suitable on very hard smooth surfaces such as concrete, where standard castors roll too freely - the PU rim provides greater friction.</p>	<p>Timber or soft vinyl floor situations. Factory or other hard floor situations.</p>
Soft Wheel Brake castor Grey polyurethane rim 	<p>Grey polyurethane rim protects floor surfaces such as timber or soft vinyl.</p> <p>Wheels freely when user's entire body weight is on the chair, locks when there is no weight on it.</p> <p>Stops the chair rolling away from the user as they sit down.</p> <p>Often used in laboratory situations.</p>	<p>Disabled users Laboratory situations Clinic situations Factory situations</p>
Reverse Brake castor 	<p>Wheels freely when there is no weight on the chair, locks when the user sits down.</p>	<p>Surgical or clinic situations</p>
Manual Brake castor Manual lever lock 	<p>Brake feature is activated manually by a little lever on each castor.</p>	<p>Disabled users Situations where movement is required at some times and not others.</p>
Large castor 	<p>Large 60mm diameter. Allows the chair to wheel more freely than the smaller standard castor. A number of our ergonomic chairs are fitted with large castors as standard.</p>	<p>Large users. Disabled users.</p>
Glide 	<p>A flat-based foot that provides no movement.</p>	<p>Factory or machinery use situations or any situations where no wheel movement is required.</p>