

GRABBER'S **NEW** ULTRA CLEAR WATER-BASE LINE MARKING PAINT

WAREHOUSE FLOORS • CONSTRUCTION SITES • SURVEYING • MINING • GOLF COURSES

Inverted Tip Marker

Exclusive spray tip and can are designed to work in the inverted position. Special new over-cap allows finger-tip control without removing the color coded cap. Water-base and VOC compliant makes it environmentally formulated. High solids for greater coverage. Convenient to use.

Line Saver

Protect your lines by spraying them with Grabber's clear coat Line Saver. Works in the inverted position. Over-cap allows finger-tip control without removing the color coded cap. Formulation is environmentally friendly and VOC compliant. Water-based for easy cleanup. Easy to use.



New Ultra Clear

Ultra Clear is an exceptionally clear coating that extends the service life of existing paint and chalk marks. It contains a UV inhibitor for excellent outdoor performance, dries fast, and sprays in an inverted position. May be applied by hand or with the a marking gun or marking wand.

- ▶ **New Improved** ultra clear water-base
- ▶ Coverage up to 500 linear feet
- ▶ Dry to touch in 15 minutes
- ▶ Cleans up easily with paint or lacquer thinner
- ▶ Will not wash away
- ▶ 20 fluid ounce can
- ▶ 12 cans per case
- ▶ Environmentally friendly
- ▶ Patented spray nozzle for clean crisp lines
- ▶ VOC compliant
- ▶ No CFCs

CLEAR WATERBASE
ITEM# G20650

ALSO AVAILABLE IN SOME LOCATIONS:



COLD GALVANIZING
ITEM# G161445



LINE SAVER CLEAR
ITEM# G20631



ORANGE FLUORESCENT
ITEM# G20657



YELLOW UTILITY
ITEM# G20678



GREEN FLUORESCENT
ITEM# G20668



BLUE FLUORESCENT
ITEM# G20669



PINK FLUORESCENT
ITEM# G20679



RED/ORANGE FLUORESCENT
ITEM# G20658



GRABBER RED
ITEM# G20671



GRABBER WHITE
ITEM# G20652



CONCRETE RENEW GRAY
ITEM# G20600



GRABBER BLACK
ITEM# G20663

NOTE: Colors shown are for representation only. Actual colors will be high-visibility, fluorescent paint.

Visit your local Grabber dealer to learn more or visit grabberpro.com to find a dealer near you.