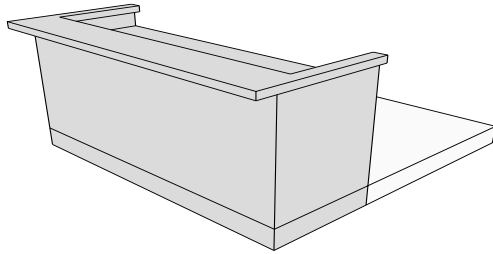


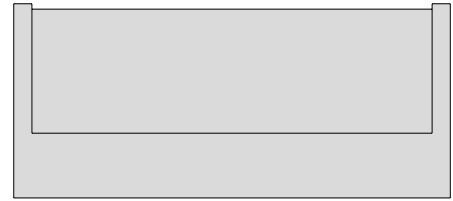
Judges Bench



Front

Includes wood or laminate counter with solid wood edge detail, wood chassis with wood reveal, wood or laminate worksurface with one grommet.

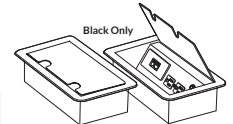
Overall height 42"



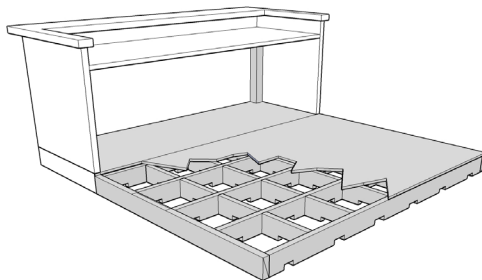
Top

Custom sizes available. Please call factory for pricing.

MODEL NUMBER	SIZES WxDxH	SHIP WEIGHT	LIST PRICE	Optional 141 - Interact: Flip- top, power, data and voice receptacle unit
RJB_7236	72x36x42	500	12,830	2 data/voice jacks, 2 power jacks. Can be mounted into any horizontal surface. 8 5/8" w x 5 3/8" d x 3/4" h w/ 6' Cord/Plug Add \$1,665
RJB_8436	84x36x42	400	13,371	



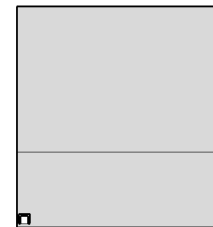
Platform 6" H



Back

Includes interior ribbing with cut-outs to facilitate cabling, removable hatch under worksurface for access to cables, and wire chase in corners. Shipped in unfinished wood to be carpeted in field by others.

Drawing is cut-away view showing ribbing below.



Front

Custom sizes available. Please call factory for pricing.

MODEL NUMBER	SIZES WxDxH	SHIP WEIGHT	LIST PRICE	Optional 141 - Interact: Flip- top, power, data and voice receptacle unit
RJP72	72x84x6	200	6,636	2 data/voice jacks, 2 power jacks. Can be mounted into any horizontal surface. 8 5/8" w x 5 3/8" d x 3/4" h w/ 6' Cord/Plug Add \$1,665
RJP84	84x84x6	300	7,432	



Detail Options

Edge Details	Kent Detail	Somerset Detail	Traditional Detail
<p>Transaction counter tops. 2" thick Contemporary</p>	<p>K Solid wood raised panels, solid wood plinthe toe kick, wood edge on counter. Add 45% List.</p>	<p>M 1" thick applied molding, 3" wide chair rail, fluted pilasters, solid wood plinthe toe kick, 2" solid wood edge on counter. Add 15% List.</p>	<p>T 2" thick ogee edge on counter, solid wood plinthe toe kick, picture frame applied molding. Add 15% List.</p>

Add edge detail desired - FA, FC, FD, FL, or FM as suffix to style number.

Bulletproofing: O.F 300 U.L Listed Level III bulletproofing available ADD \$2345 List per lin. ft. *Bulletproof panel will be concealed inside the chassis.*