



Guard Booths and Pre-assembled Buildings Structures - General Specifications

Ebtech Industrial provides a full line of pre-assembled guard booths, shelters, houses, shacks, towers, SCIFs, gate houses, security booths and structures for a wide range of applications and customers including government, military, nuclear power plants, airports, oil and gas, automotive and other industrial markets.

All pre-assembled guard booths and shelters are steel-coated with a rust-inhibitive epoxy primer and an acrylic modified alkyd topcoat or are aluminum structures. Usually within 4 to 6 weeks, they are shipped fully equipped and ready to be installed and used instantly.

Guard booths can be easily moved and relocated by forklift, can be trailer mounted or tower mounted and self sustained. Standard sizes as well as custom configurations are available.

Ballistic and blast protection (UL, NIJ, GSA) including PBIED, VBIED, mortar and rocket threat mitigation by integrating Mil-Tough® blast and ballistic panels or all welded ballistic steel construction or other lightweight ballistic materials are available.

Specifications and Options

Standard Sizes

- Standard Sizes range from 3' x 4' to 10' x 16'.
- Standard height is 8'.

Structural Components

- Standard pre-assembled exterior buildings shall be constructed on a welded steel base made of 5" structural channel. Welds shall be free of burrs and ground down to a smooth finish.
- Bottom track, top track, corners, and structural members are made of extruded aluminum 6063-T5 alloy with a durable poly coat finish.

Walls

- Wall panels shall consist of 1/8" vinyl covered hardboard laminated to one side (interior) of an expanded polystyrene core.
- The exterior will be 3/4" OSB laminated to the polystyrene core and .063" thick painted aluminum laminated to the OSB.

Ceiling

- Ceiling panels shall consist of 1/8" vinyl covered hardboard laminated to one side (interior) of an expanded polystyrene core.
- The exterior will be 3/4" OSB laminated to the polystyrene core.