

Organise Tote Storage

SebelTM



A colourful and practical way to organise and tidy your learning environments

Brighten your learning environment with Sebel’s flexible, functional and colourful Organise Tote Storage Range.

With space at a premium, a practical and adaptable storage system is more important than ever. One storage unit can be used for teaching materials and personal storage. Castors provide smooth mobility allowing the units to be moved easily for use as room dividers or for student ‘stand-at’ benching.

Features

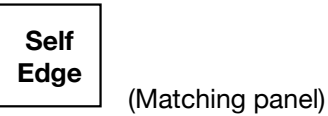
- A range of configurations provide variety including Triple Bay and Double Bay, with an assortment of tray combinations.
- Storage units are Australian made using ‘E0’ MDF with durable ABS edging.
- All units come with heavy duty castors for easy movement.
- Tough, functional and stackable Tote Trays are available in three depths and a range of colours.
- Compact 450mm depth gives more space back for student movement.
- Units can be used as standing work spaces - the Double Bay at 900mm high is perfect for Junior and Middle School students, while the Triple Bay at 1060mm high suits Senior School students.

Colour options

Panel Colours



Edge Colour



Tote Tray Colours



The colours shown have been reproduced to represent actual product colours as accurately as possible, however actual colours may vary. We recommend contacting your Sebel representative for a sample swatch for comparison prior to ordering.

For more information or samples, contact your Sebel representative, or email sales@sebel furniture.com

Sebel-BRO-130R2, E&OE

Dimensions

		Width	Depth	Height
Overall	Triple Bay	1051mm	450mm	1060mm
	Double Bay	708mm	450mm	900mm
Tote Trays	Shallow	310mm	425mm	75mm
	Deep	310mm	425mm	150mm
	Jumbo	310mm	425mm	305mm

Options

- Available in three configurations - Triple Bay, Double Bay, Double Bay Multi.



Triple Bay
(with 15 deep Tote Trays)



Double Bay
(with 16 shallow Tote Trays)



Double Bay Multi
(with 4 x shallow, 2 x deep and 2 x jumbo Tote Trays)