

PRODUCT INFORMATION

How to extend the life of your Truck Ramps

12 Top Tips

to extend the life of your
TradeQuip Truck Ramp
Models BTR20TP and BNTR20TPN



1 Rated capacity is per pair!

Do not exceed rated capacity. Use only on hard, level surfaces capable of sustaining rated capacity loads. Use as a matched pair to support one end of a vehicle.

2 Ramps are not to be used to simultaneously support both ends and/or one side of a vehicle.



3 Off centre loading can cause the ramp to tilt and cause possible equipment damage and or personal injury.

Ensure the wheels of the vehicle to be mounted are centred on the ramp platform to enhance stability.



4 Always chock or block the vehicles wheels.

Proceed slowly and cautiously when mounting a vehicle on ramps. Never accelerate or brake suddenly. Always chock or block the vehicles wheels before commencing any work.



5 Regularly lubricate wheels for ease of movement once loaded.



6 Regularly lubricate Handle Linkage Assembly for ease of movement once loaded.



7 Never use on a floor that has chemical spills
Borum Truck ramps come with anti-slip nitrile base pads to prevent slippage while mounting a vehicle. To ensure long life of the anti-slip pads NEVER use on a floor that has chemical spills such as Fuels, Brake fluids, Oils, Transmission fluids or any other fluids from the Petrochemical or Glycol based family.



8 Do not use other lifting equipment in conjunction with the ramps.

9 Ensure other persons are clear from the vehicle path and the ramps.

10 Do not disconnect brakes, engine, transmission components, drive train, drive shaft, universal joints, or wheels whilst the vehicle is on ramps.

11 Hazards and Obstructions.

All wheeled TQB Brands equipment must be used on smooth surface free of cracks, crevices and tripping hazards that can foul the wheels during operation or relocation.

12 Read the user Manual thoroughly and keep a copy easily accessible or visit our webpage www.tqbbrands.com.au for instructional documents & pre-start videos.