

COMMERCIAL AND ARCHITECTURAL DOOR MANUFACTURER

OPENINGS TO THE WORLD

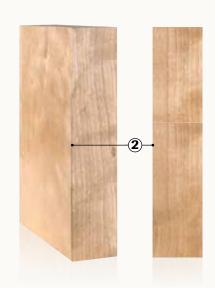
WHY SPECIFY DOORS WITH

BLIND EDGES (BE) OR MATCHING EDGES (ME)?

Blind Edges (BE)



- High impact resistance. The 6.35 mm (1/4") thickness of the wood ① offers
 a high degree of protection. Door corners are very easy to repair after
 an impact.
- Completely invisible crossband ② gives the door a very esthetic flawless appearance.
- No risk of delamination since no veneer is applied to the edge.
- Ideal for Extra Heavy Duty Use situations.
- The final factory cut **leaves 6.35 mm (1/4") of high density wood** ①, which allows **enough give to adjust the door width** on site.



Matching Edges (ME)



- No risk of delamination since no veneer is applied to the edge.
- Ideal for Extra Heavy Duty Use situations.
- The final factory cut **leaves 6.35 mm (1/4") of high density wood** ①, which allows **enough give to adjust the door width** on site.



WHY NOT SPECIFY DOORS WITH

VENEER EDGES (VE)?

Veneer Edges (VE)



- Low impact resistance. Door corners are extremely fragile and cannot be repaired ①.
- The 0.6 mm (1/42") thick veneer ② allows no give to adjust the door width on site.
- **Very high risk of delamination** ③ since the veneer is applied with a hot melt adhesive.
- Cheaply made edges compared to a door with blind edges.





LAMBTON DOORS WITH TYPE D EDGES:

BLIND EDGES (BE) MADE OF HARDWOOD.

For architectural projects where architects require the best in design, elegance and durability, specify doors with blind edges (BE) **made of hardwood**. Doors with hardwood BE are the recommended choice for high-traffic areas subject to "Extra Heavy Duty Use," such as in healthcare institutions, educational institutions, hotels and auditoriums.

The process used to manufacture high density hardwood edges produces a very elegant and eye-pleasing finish while **significantly increasing the door's resistance and strength**. This makes blind edges (BE) an excellent alternative to most edge guards on the market.

Customer Service

