



FOUR PERSON FREESTANDING OFFICE PARTITIONS | 5 X 5 X 65"H



\$9,036.04

- **Overall Footprint Size:** 10'1"W x 10'1"D x 65"H
- **Individual Workstation Size:** 5'W x 5'D x 65"H
- **Features Include:**
 - 1-1/4" thick panels
 - Choose between translucent polycarbonate or clear acrylic*
 - Complementary brushed aluminum frame
 - Coordinates with the **Sapphire Cubicle System** for a uniformed working environment
 - **Quantum Series Sit-to-Stand** desk - available in 11 laminates
 - 2-Drawer Mobile Pedestal

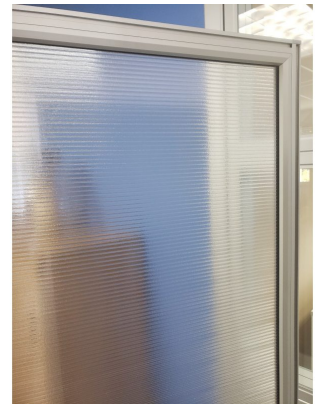
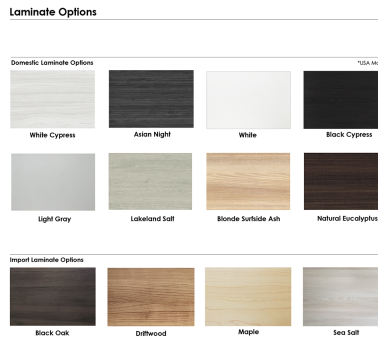
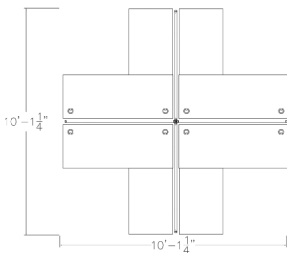
1. Due to screen resolution and lighting variations color may look different in person from what you



see in the image.

SKU: SLM-LC12-5x5x65-G

GALLERY IMAGES



PRODUCT DESCRIPTION

The **SAPslim Cubicle System** is our newest, entry-level cubicle/divider product line. This versatile cubicle divider panel system was designed with affordability and practicality in mind. Its lightweight and modular construction makes it easy to quickly assemble in any work environment.

Pictured here is a fairly standard configuration of a 4-person workstation. Panel heights on the **SAPslim Cubicle System** are always 65", but the panels themselves give you the option of colored fabrics, Sea Salt laminate, frosted polycarbonate (pictured) or white markerboards for those who like to write on the walls. Also pictured is our [Quantum Sit-to-Stand](#) L-Shaped desks (with Driftwood laminate surfaces) which showcase our electric motors featuring our proprietary, gyro-current collision avoidance system-- which instantly detects objects that slow or prevent the desk's surface from rising or falling. Also featured is our 2-drawer mobile pedestal cabinets.



Nearly any part of the configuration you see pictured here can be added to, substituted, or re-imagined. The sit-to-stand desks can be modified with a non-electric worksurface as well. The choices are limitless.

Let *SKUTCHI Designs Inc.* answer any questions you may have or help with your office design needs today.