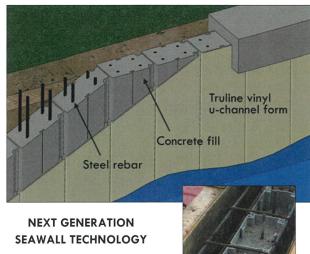


The innovative TRULINE wall system combines the best properties of traditional retaining wall materials — steel-reinforced concrete with protective vinyl — to build the ultimate wall for long-term performance. When properly designed and installed, a TRULINE wall will last 75+ years. Protect your property with the best and have peace-of-mind!

- Install as a new wall or in front of an older, failing wall.
- Engineers and/or contractors can design for each unique job site with varying soil conditions and strength requirements
- System can be installed in various soil conditions, including rock and coquina, making it easier for contractors to adapt to the jobsite without expensive change orders and to properly install a wall that will not toe-out
- Modular system makes it easy to create corners and follow the curves and contours of each property
- Durable co-extruded vinyl is formulated for high impact resistance and exterior weatherability, including the harsh sun and salt
- Over 92% post-industrial recycled material
- Virtually maintenance free and eliminates marine borer damage; non-corrosive, non-chalking, chemical-resistant and UV-resistant against fading and discoloration
- Lightweight material is easy to handle resulting in less job tear-up and can be installed from land or water
- Smooth, flat surface available in light gray, sand or beige

See reverse side for project photos

PROVEN STRENGTH • LONG SERVICE LIFE
EFFICIENT INSTALLATION • REFINED AESTHETICS



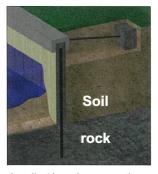
POUR-IN-PLACE STEEL-REINFORCED CONCRETE WALL WITH VINYL PROTECTION





U-channel Part 12" wide x 8" deep x custom length





Install with anchors, pin-pile (rocky conditions), or cantilevered.



The Innovative Hybrid Sheet Piling System®

THE NEW GENERATION OF SEAWALLS, BULKHEADS & LAKE WALLS





SAVE COSTS IN THE LONG-RUN
BUILD YOUR WALL RIGHT THE FIRST TIME!





After direct-hits from hurricanes, these property owners were glad they had already installed a TRULINE wall!



Matching TRULINE dock piles



