



# Tow Truck Operators:

The **PowerFlare**<sup>®</sup> Electronic Beacon Saves Money and Lives

The **PowerFlare**<sup>®</sup> electronic beacon is a durable and extremely rugged traffic safety device, designed to be used instead of flares or triangles as a *supplemental vehicle safety lighting system*. Each **PowerFlare**<sup>®</sup> unit is about the size of a hockey puck and is strong enough to withstand being run over by motor vehicles (including trucks).

In today's world of tight budgets, the **PowerFlare**<sup>®</sup> electronic beacon system *saves you money* by paying for itself in the first 24 hours of use vs. old-fashioned flares.



Safety is a key concern to fleet managers and wrecker operators. The rising rate of injuries and death for drivers and others working on the road make it clear that old-fashioned flares and "traffic triangles" are simply not effective enough.

Every vehicle driver and worker (trucking, cargo, utilities, road construction, tow trucks, etc.) deserves improved protection from these dangers.

By placing **PowerFlare**<sup>®</sup> units in a pattern, motorists are given enhanced warning, and you are given an increased safety zone. The ultra-bright LED array can be seen up to 10 miles away at night.



Safety uses include:

- ❑ place on ground in pattern instead of flares or triangles
- ❑ wedge in traffic cones to illuminate them
- ❑ clip on belt to increase visibility
- ❑ place on parked vehicles
- ❑ mark hazards
- ❑ use as work light/lantern
- ❑ rechargeable model or long-life (10 year) lithium version

With no chemicals, risk of accidental fire or explosion, or alkaline batteries to mess with, **PowerFlare**<sup>®</sup> units are the way to go.

When your vehicle is stopped on the road, substantial additional protection can be obtained. The **PowerFlare**<sup>®</sup> electronic traffic safety system is an important extension to your vehicle lighting and safety investment.

**To order online at [www.powerflare.com](http://www.powerflare.com) or call 408-323-2370.**