

Why are we the **#1 BED BUG HEATER?**



THE COMPLETE BK-15 SYSTEM

- Only 6 to 10 hours to heat up rooms up to 600 sq. ft. ... 47,428 BTUs
- 6 Breakers... easy setup
- Suitcase handle & wheels
- One piece... easy to move... 31 Lbs
- (2) 240 volt 20 amp circuits and (4) 120 volt 20 amp circuits
- High-temperature fan included
- Made in USA

BK-15 System
0040859



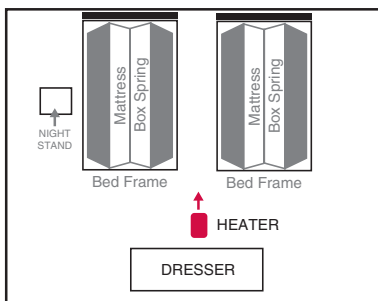
#1 Choice for Killing Bed Bugs the first time every time!

***Own it. Reduce downtime. Increase profitability.
Eliminate service delays.***

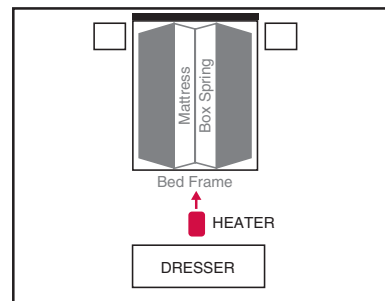
- Covers hotel rooms up to 600 sq. ft.
- 47,428 BTUs
- (2) 240 volt 20 amp circuit
(4) 120 volt 20 amp circuits
- Weight: 31 lbs.; Dimensions: 23"x15"x12"
- Warranty: 1 Year Manufacturer; 2 Years on Resistors

Package Details

- (1) BK-15L Heater
- (2) High Temperature fans
- (1) 20' 220 Extension Cord
- (1) 50' 220 Extension Cord
- (2) 15' Extension Cords
- (2) 50' Extension Cords
- (2) Sprinkler Head Covers
- (1) Infrared Heat Gun
- (1) Instruction Sheet
- (1) Instructional DVD



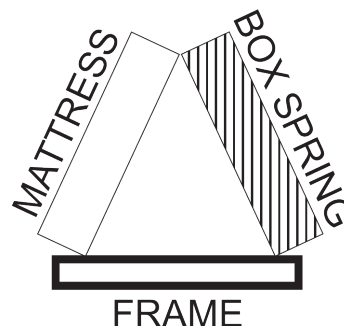
Double Bed Room Setup



Single Bed Room Setup

More information:

1. Beds need to be positioned in A frame on top of bed frame.
2. Airflow for heater will flow towards headboard wall.
3. Seal bathroom vent and AC unit with plastic and painters tape (blue tape).
4. Close bathroom door and open all drawers.



A list of common heat-sensitive items/materials to remove during treatment, including but not limited to:

- | | | |
|---|---|----------------------|
| • Candles | • Chocolate | • Certain adhesives |
| • Aquariums - fish and pets | • Aerosol cans | • Creams and lotions |
| • Wine or other alcohols | • Oil paintings | • Medication |
| • Silk clothing | • Perishable items (fruits, vegetables) | • Cologne or perfume |
| • Empty plastic bottles (pop or water) | • Decorative olive oil glasses | • Bullets and guns |
| • All live plants must be removed from unit prior to heat | | • Makeup |

* Some items may be placed in the refrigerator to protect them during the remediation.

