

# Don't get stuck in the 'zig-zag' trap!



Bandag's **BMS** tread pattern, designed for all position on/off road applications, is one of Bandag's top performing products – passionately known as one of the silver bullets in our product range!!!

Over the last few years, **BMS** has made its name by taking on some of the more established Bandag tread designs... A feat not easily achieved, making it a benchmark in the Bandag arsenal.

**BMS** was developed to outperform BZY and achieved this in Bandag product development tests delivering up to a 25% better performance in tread wear-out. Through its delivery of consistent performance, **BMS** continues to expand its presence in more and more fleets that enjoy the long wearing attributes of **BMS**.

For fleets opting to benefit from a technically sound tread pattern, **BMS** presents itself as a more than suitable choice. With its low void ratio, **BMS** puts more rubber on the road for long, even wear and improved traction. Together with this, **BMS** provides stone penetration resistance thus minimising casing damage in the more severe off road conditions thereby maximising the transporters' casing life.

**BMS** can be used for both drive-axle and trailer applications on both highway and off road for ultimate application versatility. **BMS** is lighter than a lug design which also improves fuel efficiency and reduces casing stress.

When it comes to making a decision, make an informed decision. Don't get stuck in the 'zig-zag' trap! Opt for **BMS**, a modern alternative for the astute fleet operator.



**With Bandag, you don't have to be a tyre expert. You just have to know one!**

Bandag specialises in the manufacture of retreads and best-in-class after sales service. That's what we do!  
For more information please contact Bandag on 011 439 6000 or visit the website at [www.bandag.co.za](http://www.bandag.co.za).

## BRING IT ON!

With the reliability you get from Bandag, your fleet can take on anything.



[www.bandag.co.za](http://www.bandag.co.za)