



www.rosenflex.com

Plastic Sacks

- 🌀 **VALVE SACKS** (SIFT-PROOF, EMBOSSSED, NANO-PERFORATED, DE-AERATION ETC)
- 🌀 **OPEN MOUTH SACKS** (GUSSETED, PILLOW, BLOCK BOTTOM ETC)
- 🌀 **HANDISACS** (SACKS WITH A HANDLE; VALVE, BLOCK BOTTOM AND OPEN MOUTH)
- 🌀 **SPECIAL SACKS** (ON THE REEL, POUCH SACKS, CORNER MITRES, UN APPROVED ETC)

We have decades of experience as a high-quality and innovative manufacturer of plastic sacks for various applications including chemicals, foodstuffs, minerals and horticulture.

Valve sacks are perfect for a wide range of products in particular plastic granules/powders, salt, lime and other minerals. Easily filled either automatically or manually they are designed with your packing and product requirements in mind. We can supply different valve types, materials (paper, polyethylene and non-woven fabrics) models and sizes.

Open mouth sacks are in the main used for products in the agricultural, aggregates, chemicals and foodstuffs sectors. They can be pillow, gusseted or block bottom style and are closed by heat sealing, gluing or stitching. Easily filled either automatically or manually they are an ideal solution to transport lower cost materials efficiently.

Handisacs are excellent for any product and are designed to be picked up by the handle so are ideal in a retail environment. Typically used for grouts, cement based products, plaster and soap powders they are a cost effective solution compared to buckets and other packaging forms.

Special sacks include sacks on the reel, quick de-aeration models, 'hot fill' packing environments, nano-perforated, barrier films against moisture and gas, high strength co-ex films, UN dangerous goods certified, low friction inner for easy flow inside the sack, high friction outer layer for best pallet performance and other technical solutions.

Flexographic printing is available in up to 6 colours and sack sizes are designed for best fit to existing filling equipment.

Rosenflex – packing, wrapping, promoting and protecting your products.