

THE RIGHT PRODUCTS. THE RIGHT APPLICATION. THE RIGHT WAY.

B&G

Disinfection is top-of-mind right now, but we've been researching and developing products that yield premium results for years. Our complete line is unmatched in versatility, efficacy and durability, and features powerful blowers with impressive droplet throw to efficiently and uniformly cover spaces big and small. Find the perfect solution for any surface or space—schools, hospitals, lobbies—anywhere people gather.

Visit our dedicated disinfection hub for more product information and technical guides to help you pick the perfect equipment for your application. Or, contact our sales team to get you the information you need.

bgequip.com/disinfection



Indoor



Outdoor



Hotels



Schools



Medical
Facilities



Airports



Offices



Assisted Living
Centers



Fitness Clubs

FEATURED PRODUCTS

No matter the size or location of your space, our products are proven to perform. We make our products with intention—to be more efficient, more accurate and more user-friendly.



HURRICANE ES

This hand-carry ULV fogger uses electrostatic technology to charge each droplet, providing uniform coverage on the target surface every time. It is precise and powerful, perfect for handrails, doorknobs and other high-touch critical surfaces—both indoor and outdoor.



HURRICANE ULTRA II

This lightweight, hand-carry fogger is the premier choice for critical, high-touch surfaces, large indoor areas and outdoor semi-open surfaces. Confidently disinfect indoor enclosed spaces such as elevators and buses, as well as outdoor surfaces like metro station platforms. Its chemical-resistant precision nozzles and low-profile, sturdy tank make the Hurricane Ultra II both functional and incredibly reliable.



FLEX-A-LITE 2600

With its brawny construction, the Flex-A-Lite 2600 is known around the world as the standard in heavy-duty point-and-spray foggers. It's rugged, dependable and made to cover large indoor surfaces and enclosed spaces efficiently and accurately.