

Stadium Chairs & Cushions, Rubber Animals & Display Cases

A. Stadium Chair



PSC

B. Stadium Seat Cushions



SSC

C. Athletic Specialties Baseball Hat



HAT

D.

RPIG



Rubber Animals - Kids love to toss & play games with our rubber animals. They are great "teaching by distraction" tools.



RFROG



RBIRD



RCHICK

E.

Display Cases



BSDC



BSDCW



BDC



BDCW



FDCW



FDC



FMDC

A. The Patented Stadium Chair.

PSC - Made with durable Black steel frame and quality Cordova canvas. Supports 350 lbs. Fits virtually any metal or wood bleacher. Removable back allows for screen or embroidery. Size: 15.5" D x 17" W x 14.5" H. Case Lot: 6. 4 Colors: Black, Red, Navy & Royal.

B. Stadium Seat Cushions.

SSC - Great fund-raiser! 10 oz. vinyl cushion with 1-1/2" padding and reinforced handle. Double-stitched seams. Size: 14-1/4" x 14-1/4" x 1-1/2".

9 Colors: Red, Royal, Forest Green, Gray, Yellow, Black, White, Navy and "Two-Toned" (any 2 colors on either side).

C. Baseball Hat.

HAT - Athletic Specialties Hat.

It's the hat everybody is asking for. Worn by HOF athletes to rock stars!! Place an order over \$100 and the hat is yours. **FREE. Thank You for Your Past Support.** **You must order Hat for us to ship.**

D. Rubber Animals.

Ideally suited for children designed games. Students get involved and have fun by passing, throwing or using in relays. Durable animals chirp when squeezed. Poly bagged with hang tag.

RCHICK - 19" long.

RFROG - 9" long.

RPIG - 10" long.

RBIRD - 5" tall.

E. Display Cases.

High Quality Clear Acrylic - Made in USA. Packaging includes an image of "grass turf" or "hardwood floor" to be used inside cube.

BDC - Baseball. Sold per case of 24.

BDCW - Baseball w/solid wood base. Sold per case of 6.

FDCW - Football w/solid wood base. Sold per each.

FDC - Football. Sold per each.

FMDC - Mini football helmet. Fits both Schutt® and Riddell® mini helmets. Sold per each.

BSDC - Basketball/soccer. Sold per each.

BSDCW - Basketball/soccer w/ solid wood base. Sold per each.