

Taurus MASH

Crash Cushion, MASH TL-3 (US Federal Highway standard)

TECHNICAL FEATURES

Description

MASH TL-3 compliant crash cushion for temporary use in roadwork and work zones. Pre-assembled for quick and easy installation, non-gating, fully redirective, and double-sided (operational on both sides). Connects to all types of concrete and steel barriers, and is fully repairable after impact. Efficient narrow design in galvanised steel construction, connected to the SMA smart system.

MASH TL-3
Compliant

Non-Gating
No pass-through

Double-Sided
Both sides

Fully Redirective
Z-class

Repairable
Reusable

SMA App
Connected

PRODUCT FEATURES

Category	Crash Cushions, Redirective (Work-Zone)
Product type	MASH TL-3 crash cushion, temporary, non-gating, double-sided
Application	Roadwork and work zones (temporary use)
Directionality	Double-sided, operational on both sides
Gating behaviour	Non-gating (vehicle is not allowed to pass through)
Redirection	Fully redirective
Barrier compatibility	All types of concrete and steel barriers
Material	Galvanised steel (entirely)
Repairability	Fully repairable after impact
Delivery condition	Pre-assembled, ready for fast installation
Smart integration	Connected to the SMA smart system

APPROVALS & TESTING

Test standard	MASH (Manual for Assessing Safety Hardware)
Speed class	TL-3 (Test Level 3)
Standard scope	US Federal Highway crash-test acceptance criteria for temporary crash cushions
Certification	MASH TL-3 compliant
Performance	Non-gating, fully redirective, double-sided
Reference source	SMA product page: smaroadsafety.com/en/p/mash/taurus-mash

DIMENSIONS

Component	Value
Dimensions	See manufacturer datasheet
Material	Galvanised steel

The Taurus MASH is the MASH TL-3 variant of the Taurus family, designed for temporary work-zone use in markets that require MASH compliance rather than EN 1317-3. Non-gating and double-sided operation distinguish it from the EN 1317-3 variants.

CRASH-TEST VIDEOS

Crash test 1: vimeo.com/733174077

Crash test 2: vimeo.com/733174023

