
Glass Surface Systems important update

Glass Surface Systems <promos@glasscoat.com>

Tue, Apr 18, 2023 at 7:34 PM

Reply-To: promos@glasscoat.com

To: SALES

The purpose of this email is to notify you that Glass Surface Systems will be closing our doors.

The lighting industry is experiencing many new regulatory changes with many more to come within the foreseeable future.

As of 04/28/23 we will not be fulfilling any additional orders and kindly request your cooperation as we work to settle our accounts with your company prior to closing.

If you have any remaining open Coating Only back orders these must be cancelled by 04/28/23

****COATING ONLY ORDERS****Please do not ship anything past 04/28/23.

****Please call-in advance for Teflon coating. GSS will now only offer products that are in-house; we cannot provide any additional brands or requests that are not in stock****

Over the next ninety days, we will be reviewing our accounting records and request you pay any outstanding invoices. Please provide documentation to settle your accounts, including sending any outstanding invoices (for customers) or our vendors by 04/28/23.

Thank-you for your assistance with this process***We must now retain a minimum based on quantity within house only**
No longer offering Net 30 & all orders to be paid up front as of 4/18/2023.

"GSS reserves all rights and remedies to dispute or reject any non-conforming order or agreement."

We must also express our deepest gratitude for our business partnerships & friendships over these many years.

Glass Surface Systems considers you, our family; and it has been a privilege to serve and work with you for the better part of the last era.

Thank you for your support, please contact us with any questions or comments about your account before 05/12/23 to allow sufficient time for resolution prior to our last date of operation.

The Jacobs family (Barry Francis Jacobs) wishes you the highest gratitude for your support over these many years & best regards in the future. GSS Team~
