

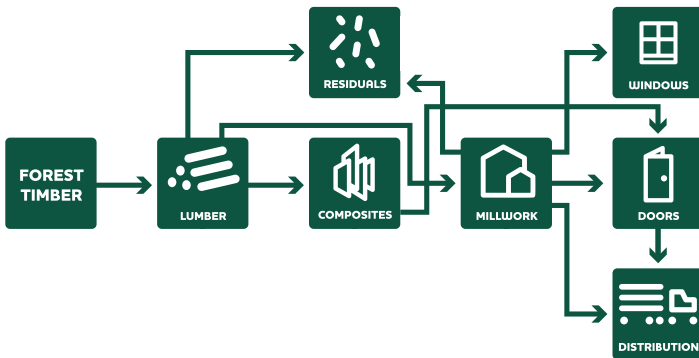
## WHO WE ARE:

Woodgrain is one of the top millwork operations in the world with locations throughout the United States and Chile. With 68 years of quality craftsmanship and service, **Woodgrain is a top producer of mouldings, doors, and windows, as well as a premier distributor of specialty building products.** Woodgrain Inc. is headquartered in Fruitland, Idaho with six divisions and over 45 manufacturing and warehouse facilities in the United States and South America. Since 1954, Woodgrain is proud to be **family owned and operated.**



## VERTICALLY INTEGRATED:

Vertical integration means we own the supply chain from the forest to your location. Because we own each step in the process, we can ensure quality control and best in class lead times. Our broad distribution network and fleet of trucks times ensures your just in time delivery. With the combination of domestic and offshore manufacturing, we also reduce your risk of supply chain interruptions. We'll find the most efficient path through the supply chain for your business.



## THE WOODGRAIN ADVANTAGE

- A rich history and depth of knowledge in building materials
- Family-owned with family values that make doing business with us easy
- End-to-end vertical integration and world-class logistics to mitigate your risk
- Commitment to a broad assortment of the most trusted building materials
- Manufacturing expertise
- Value-added services, including door pre-hanging and pre-finishing
- Supply Chain excellence
- Long-term vision backed by a commitment to investment in facilities and technology
- Digital and in-store marketing support

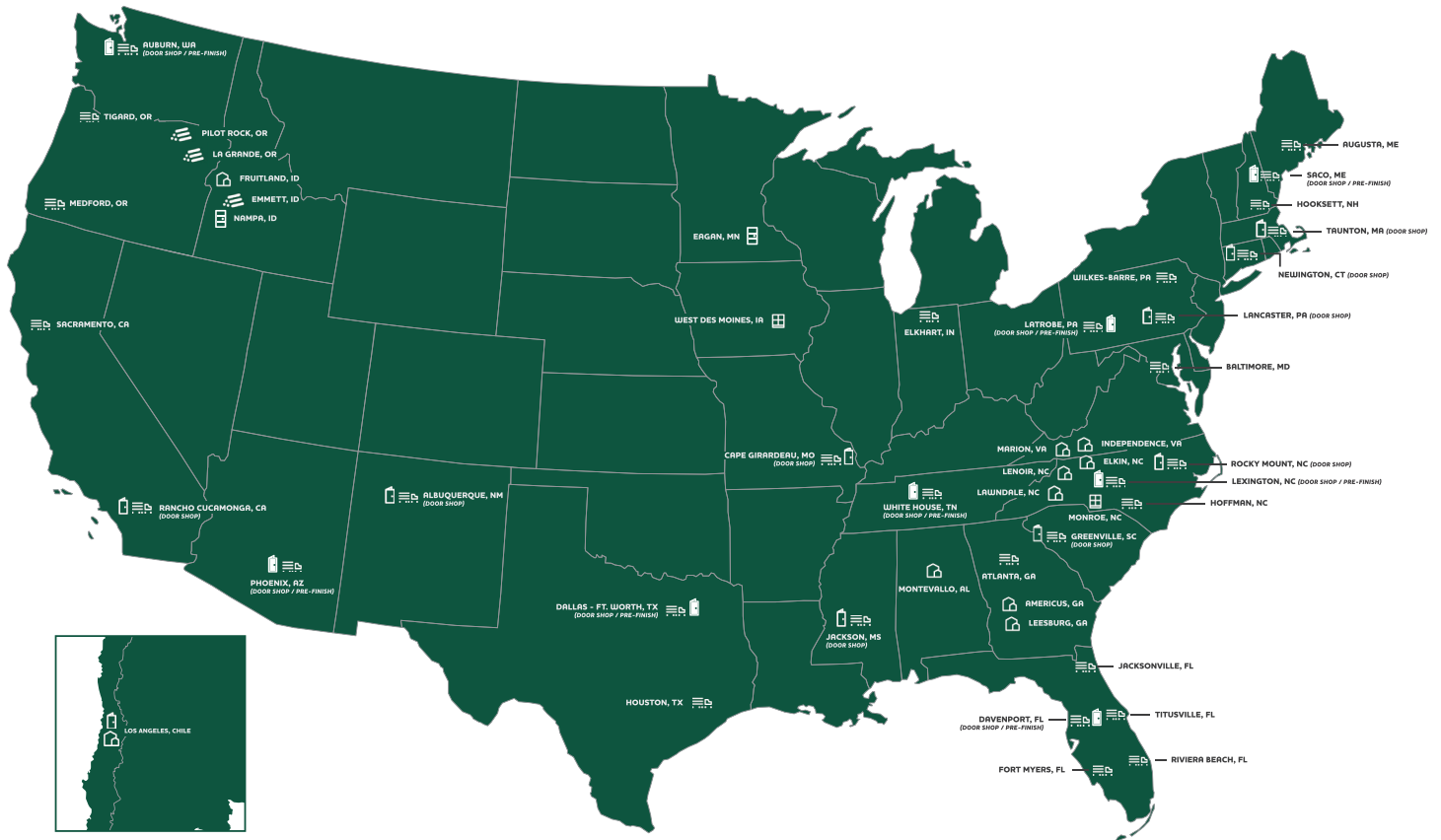
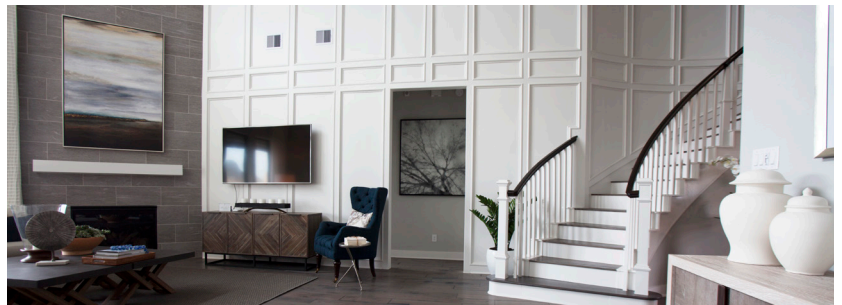


**PRODUCTS WE MANUFACTURE:**

Millwork | Doors | Windows | Lumber | Particleboard

**PRODUCTS WE DISTRIBUTE:**

Millwork | Doors | Building Products | Fasteners



 — WG DISTRIBUTION CENTER     
  — DOOR SHOP LOCATION     
  — WG WINDOW DIVISION     
  — WG MILLWORK DIVISION  
 — DOOR SHOP / PRE-FINISH LOCATION     
  — WG DOOR DIVISION     
  — WG LUMBER DIVISION