

PRODUCT DETAILS

SNAG SKS40

ARMCHAIRS



DIMENSIONS

Width	62 cm
Height	82 cm
Depth	60 cm
Seat height	46 cm
Arm rest height	61 cm

WEIGHT

Base weight	3.3 kg
Body weight	7 kg

ENCUMBRANCE

Body dimensions	0.13 m ³
Base footprint	0,03 m ³

PACKAGING

Body Packing	one cardboard boxes
Base Packaging	one cardboard boxes

MATERIALS USED

INTERNAL STRUCTURE

Metal frame made of Ø 10mm wire, flat, square and round tube with different dimensions. Plywood or rubber strip on the underside of the shell and of the seat cushion for stapling the fabric.

PADDING

"POLFLEX" non-deformable cold-molded polyurethane average density 60 kg/mc.

It is fireproof according to the following regulations:

- Class 1IM Italian: UNI9175/2010
- French class M4 (NFP 92-507:2004)
- California Technical Bulletin 117:2013, Section 3
- English class: BS 5852-2-1982 (CRIB 5) - on request

BASE

Polished chrome or matt painted metal base. Height 375mm, round tube 22x2. Detail of holes position: 140x140mm.

FABRIC CONSUMPTION

52.97 piedi pelle

APPLIED STANDARDS

- WOOD PARTS: FSC - CARB ATCM 93120 Phase II - U.S. EPA TSCA Title VI - CANFER.
- Seat designed in compliance with the safety, resistance and durability requirements according to UNI EN 16139.

INSTRUCTION FOR USE AND MAINTENANCE

This product is for indoor use.

- The armchair assembly must be carried out according to our "assembly instructions".
- Avoid use of solvents and abrasives.
- Use steam to recover dents on foam; you can ask for the related illustrated instructions.
- The possible occurrence of smell given off from the product as it is taken out of the packing does not represent any source of danger and will fade away by exposing the product in a ventilated environment.
- Disposal: at the end of the life cycle of the product, it must be duly conveyed to the public network for disposal of urban waste. Please refer to your local norms and regulations. The polyurethane foam is an inert and non-polluting material. It can be disposed of like a standard non-recyclable waste.