

## NATURALE

<b>PATTERN:</b>	<b>Garcia</b>	
<b>WIDTH:</b>	52/54"	132/137 CM
<b>TOTAL WEIGHT:</b>	20 OZ PER LINEAL YARD	13.3 OZ PER SQ YD
<b>BACKING:</b>	OSNABURG	
<b>INSTALLATION:</b>	NON REVERSIBLE, 24" REPEAT	
<b>FIRE RATINGS:</b>	ASTM E-84 CLASS "A"	
<b>PACKAGING:</b>	30 YARD BOLTS AVAILABLE IN 15 YD INCREMENTS*	

### **SPECIFICATION DATA:**

This product meets GSA Federal Specification CCC-W-408 A-B-C-D for Type II materials using test procedures detailed in Federal Specification CCC-T-191A. This product is also approved for use in the City of New York MEA 48690 Department of Buildings. This product has a CE Declaration of Conformity

### **ENVIRONMENTALLY FRIENDLY:**

We are dedicated to complying with today's environmental issues and have produced all patterns using environmentally safe, non toxic print materials. All heavy metal products such as mercury, cadmium and chromium have been removed from our manufacturing process.

### **ANTI MICROBIAL FEATURES:**

Our wallcoverings contain anti-microbial additives to aid in resisting the growth of mildew and bacteria including staphylococcus aureus, streptovercillum and mixed fungal spore such as aspergillum niger, chaetomium globosum and penicillium funiculosum.

### **NOTE:**

All wall surfacing materials, including wallcoverings, should be selected taking into account the building in which they are to be installed. Buildings that have had liquid or vapor moisture infiltration problems or that have other conditions that make moisture infiltration likely are at risk for mold growth. Should these circumstances consult with a professional concerning benefits and limitations of vinyl wallcoverings.

### **PATTERN SPECIFICATION & COLORS**

All textural type patterns are designed to simulate natural materials. Subtle variations in color, texture and shading should be anticipated as these variations are part of the manufacturing process and add to the richness and beauty of the product.

\*Orders for only 15 yards of any one item may incur a cutting charge.