



■ Vers. 064

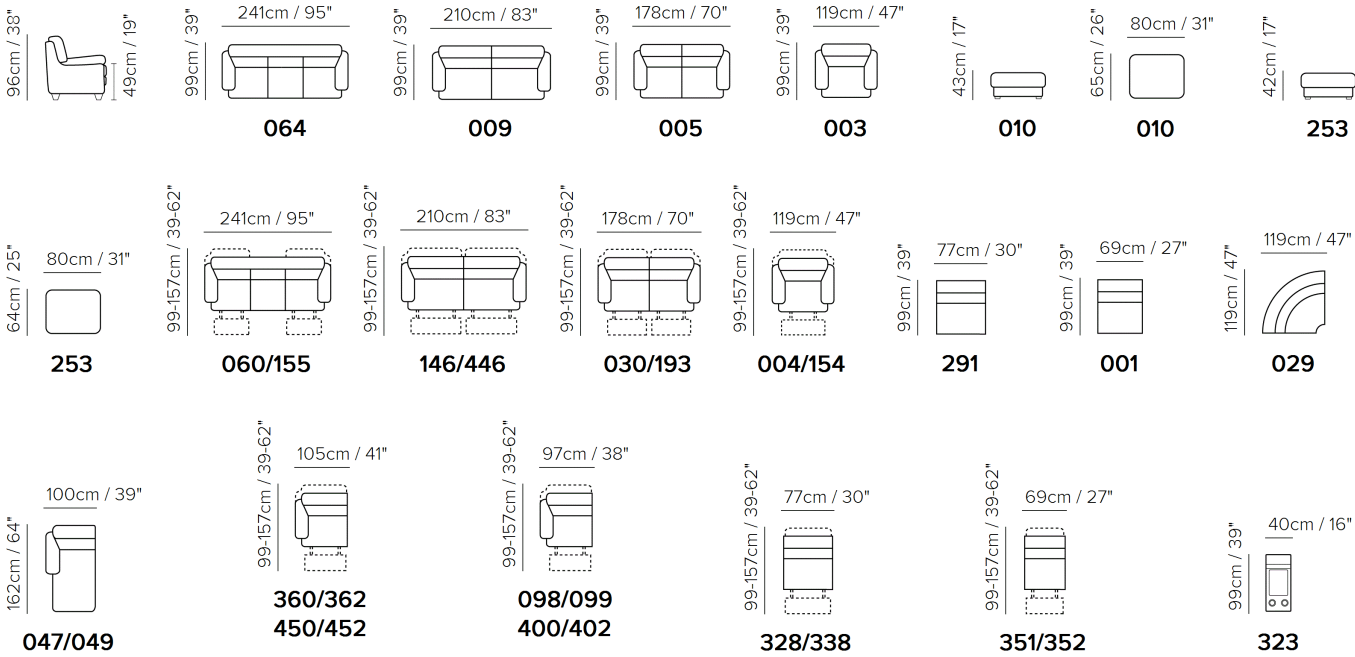


■ Vers. 446

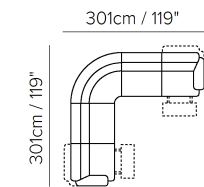


■ Vers. 450+291+029+323+338

SCHEMATICS




COMPOSITION EXAMPLES



450+291+029+291+452

TECHNICAL INFORMATION

	COVERING	Mix Next Leather <input checked="" type="checkbox"/>	Leather <input checked="" type="checkbox"/>	Soft Cover <input checked="" type="checkbox"/>		
	LEGS	Metal <input type="checkbox"/>	Wood <input checked="" type="checkbox"/>	Upholstered <input type="checkbox"/>	Castors <input type="checkbox"/>	Plastic <input type="checkbox"/>
	FILLING	Arms <input checked="" type="checkbox"/> Fiber <input type="checkbox"/> Foam <input type="checkbox"/> Feather/Fiber Mix <input type="checkbox"/> Feather	Seat cushion <input type="checkbox"/> Fiber <input checked="" type="checkbox"/> Foam <input type="checkbox"/> Feather/Fiber Mix <input type="checkbox"/> Feather	Back cushion <input checked="" type="checkbox"/> Fiber <input type="checkbox"/> Foam <input type="checkbox"/> Feather/Fiber Mix <input type="checkbox"/> Feather		
	COMFORT	Firm Comfort <input type="checkbox"/>	Standard Comfort <input checked="" type="checkbox"/>			
	FUNCTION	Bed <input type="checkbox"/>	Electric motion <input checked="" type="checkbox"/>	Motion <input checked="" type="checkbox"/>	Recliner <input checked="" type="checkbox"/>	Sliding <input type="checkbox"/>
	OPTIONS	Nails <input type="checkbox"/>	Contrast Stitching <input checked="" type="checkbox"/>	Removable <input type="checkbox"/>		

NOTES

- Contrast stitching is available only with certain covers and option is managed directly in NARES.
- Tight Seat Cushion (the seat cushions of the models are fixed to the frame)
- Tight Back Cushion (the back cushions of the models are fixed to the frame)
- No Leather Side (the sectional pieces have the side covered with fabric and not leather)
- Wood Frame
- Without Feet Assembled (the feet will be in a bag inside the package)
- Plastic Wrap (the model will be wrapped in a plastic bag)
- Feet available in wood finishing 18 (Wengè)
- Feet height 5,0 cm

NOTES
