



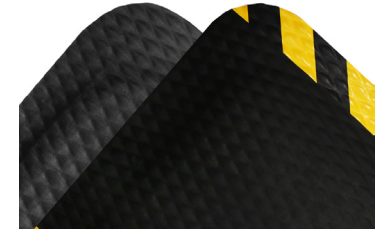
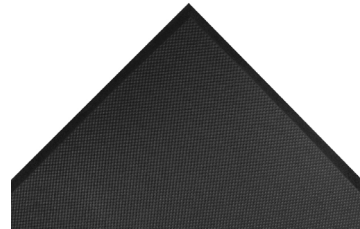
# Dry Area Anti-Fatigue Options


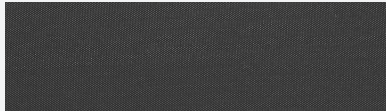

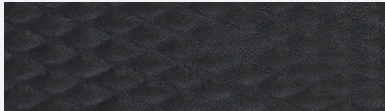
## Cushion Max™

## Complete Comfort™

## DuraComfort

## Hog Heaven®



<b>Material</b>	Closed-cell nitrile/PVC-blended foam	Closed-cell nitrile/PVC-blended foam	Closed-cell nitrile/PVC-blended foam encapsulated in solid nitrile rubber	Closed-cell nitrile/PVC-blended foam molded to a solid nitrile surface
<b>Edges</b>	Beveled	Beveled	Beveled	Sloped
<b>Thickness</b>	5/8" (0.625")	5/8" (0.625")	1/2" (0.5")	5/8" (0.625") or 7/8" (0.8750)
<b>Compression Deflection*</b>	61.7% at 20 psi	49.3% at 20 psi	32.2% at 20 psi	5/8" Mat: 47.8% at 20 psi 7/8" Mat: 51.0% at 20 psi
<b>Resistant to Grease/Oil &amp; Chemicals</b>	✓	✓	✓	✓
<b>Welding Safe</b>			✓	✓
<b>Anti-Microbial</b>		✓		
<b>ESD Rating</b>	No rating	No rating	Electrically conductive	Electrically conductive
<b>Color Options</b>	Black	Black	Black / Available with OSHA-approved caution yellow borders	Black / Available with OSHA-approved caution yellow borders
<b>Available Sizes</b>	2' x 3' 3' x 5' 3' x 12' 4' x 6' Custom 2', 3', & 4' widths up to 45' in length are available.	2' x 3' 3' x 4' 3' x 5' 3' x 10' 4' x 6' 4' x 8' Custom 3' & 4' widths up to 75' in length are available.	2' x 3' 3' x 5'	2' x 3' 3' x 4' 3' x 12' 4' x 6' 4.8' x 8' Custom 2', 3', 4' & 4.8' widths up to 100' in length are available. Please note that mats over 60' will have up to 2 seams.
<b>Surface Texture</b>				

\*Compression deflection is a measurement designed to assess and compare performance characteristics of anti-fatigue mats. A load is applied to the mat at 20 psi (equivalent to a 150-pound person standing) and the deflection is measured. Test results are reported as a percentage. Studies suggests that surfaces with a compression deflection of less than 20% are perceived as too hard, and surfaces greater than 60% can be perceived as too soft. Mats with a compression deflection between 20% and 60% tend to provide the most anti-fatigue benefits.