



## Specification Sheet

Sizes	Metric	Imperial
-	-	-
-	-	-
Size 2	1.7 x 2.4 m	5'7" x 7'10"
Size 3	2 x 3 m	6'7" x 9'10"
Size 3.5	2.5 x 3.5 m	8'2" x 11'6"
Size 4	3 x 4 m	9'10" x 13'2"
Runner	0.8 x 4 m	2'7" x 13'2"

Weave/Pile Height	Composition
1.5 cm (9/16")	50% Wool / 50% Cotton / (100% Wool Pile)

End Finish	Use Purpose
Turnover	Indoor

## Construction

Hand knotted rug. Handmade in India under Fair Trade standards.

## Notes

Custom size available. Underlay available. Max. size 4 x 10 m (13'2" x 32'10")

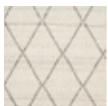
## Suitability

- Residential
- Light commercial project
- Hall runners
- Direct sunlight
- Outdoors

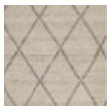
## Areas of Use



## Colours & Codes



ATL-NT  
Natural



ATL-LS  
Limestone

## Care Instructions

Vacuum your rug regularly as shedding of loose fibres will occur with a new rug (do not use a rotating or brush head on the vacuum cleaner).

Promptly clean spills by blotting with a clean, undyed cloth. Do not dry clean or use harsh chemicals that could damage or fade your rug. Never fold your rug for storage or keep in an airtight bag. Avoid direct or continuous exposure to sunlight and rotate your rug to promote even wear. Professional cleaning is recommended on occasion to ensure the long life of your rug.

Please refer to our website for more information: [armadillo-co.com](http://armadillo-co.com)

## Manufacturing Variations

**Size** - Can vary by +/- 3%.

**Colour** - Rugs are primarily made from natural and undyed fibres. Every effort is made to ensure there is minimal colour variation however some variation can be expected. All cut pile rugs will exhibit light and dark patches over time, as the fibres bend and reflect the light differently. This rug is designed to display gentle linear variations across the background.

**Shedding** - Natural fibre rugs will initially shed loose fibres, which can be hastened by regular vacuuming.

**Pop-ups** - Due to the nature of weaving, there will be short fibres popping up while the rug settles. These can be trimmed.