

## Kwalu Features

## Product Dimensions and Specs

Overall	23W 26D 40H
Seat	19.5W 18D 18.5H
Arm	25H
Wt.	44 lbs
Wt. Capacity	350 lbs

## Product Statement of Line Images

## Product Features



### Flex Back

Frame enables a modest amount of flexibility in the back only; seat, arms and legs remain stationary.



### Optional Flex Short Back

The frame, which enables a small amount of flexibility in the back only, is also available in the short back version and is optional.



### Wallsaver

Wallsaver back legs help keep walls in pristine condition.



### Durable Finish

Kwalu's solid surface (1/8" thick) proprietary finish doesn't have any of the drawbacks of wood. The frames are moisture impervious, graffiti-resistant, easy to clean and maintenance-free.



### Steel Reinforced

Our patented steel-reinforced joint system uses over 20 pieces of steel in most Kwalu chairs. Stop ongoing and costly furniture replacement.



### Visible Cleanout

Cleanout prevents buildup of debris and provides for easy maintenance.

[Learn More >](#)



### Back Cushion and Seat Cushion are Field Replaceable

Both the back cushion and the seat cushion can be replaced in the field.



### 10 Year Warranty

We offer a 10 Year Performance Warranty on both construction and finish, so the product is guaranteed to stay looking like new for 10 years.

[Learn More >](#)

## Product Foam

Foam is compliant with CAL 117 and AB 2998

## Product Glides

Metal Stem Screw in Glide with Black Nylon

Product Finishes

Frame Finish



Wood Ash



Sugar Maple



Weathered Teak



Northern Oak



Vintage Teak



Patagonian  
Cherry



Northern Walnut



Medium Cherry



English Chestnut



Light Walnut



Silver Ash



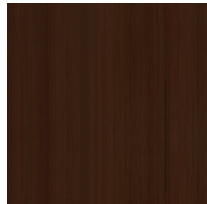
Golden Ebony



African  
Mahogany



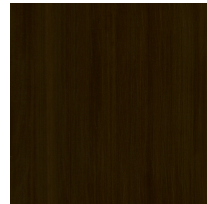
Espresso



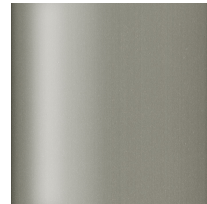
Natural  
Mahogany



Midnight Oak



Blackwood



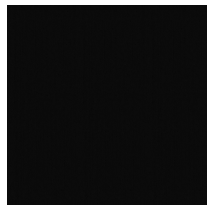
Premium  
Platinum



Premium Soft  
Gold



Premium Pure  
Copper



Premium Black

Product Environmental Certifications



INDOOR ADVANTAGE GOLD  
FURNITURE