




- **Ergonomic 3D shell shaping, especially in the lumbar area of the back**
- **Natural beech plywood**
- **Universal use**
- **Low maintenance**
- **Rigid steel construction**

#### Parameters and available chair sizes

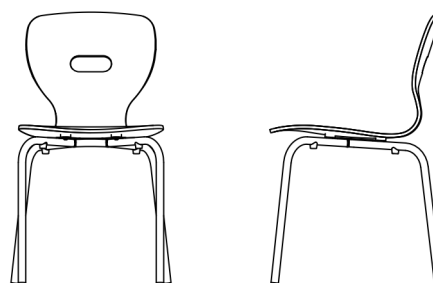
Size		Seat height	Body height
3		350 mm	119 - 142 cm
4		380 mm	133 - 159 cm
5		430 mm	146 - 176,5 cm
6		460 mm	159 - 188 cm

Dimensions: The overall dimensions and weight of the product vary according to size.

Carrying capacity: MAX. 120 KG.

Stackability: Yes

Note: The specified size is ( $\pm 10$  mm) according to EN 1729 - 1.



#### Standard chair design

Frame material:	Steel
Frame color:	RAL 9006
Seat shell material:	Beech plywood
Seat shell color:	Natural, Clear varnish
Glides:	Without felt

You can view or download the color and accessory adjustment sheets from our website.

#### Detailed description

The modern Z81 chair is a universal product, not only for classrooms but also for school canteens and meeting rooms.

The chair base is made of a 22-mm-diameter steel tube, which ensures excellent stability and strength. The steel elements' surfaces are powder-coated in an elegant neutral shade of RAL 9006 (white aluminium).

The chair shell is made of 10 mm thick beech plywood coated with a durable transparent varnish. This surface not only protects the material but also highlights the natural grain of the wood. Thanks to the ergonomic 3D shaping, especially in the lumbar area of the back, the shell provides exceptional comfort, which you will appreciate even when sitting for long periods. There is an integrated grip in the upper part of the backrest for easy handling.

High-quality materials guarantee easy maintenance and a long product life.

#### Maintenance

The metal and beech plywood surfaces can be maintained with common cleaning agents, with the exception of aggressive cleaners, detergents, polishes, and products containing granules and sand. Do not expose the chair to excessive moisture or running water or to temperatures above 90 °C.