

## Nexus<sup>®</sup> Cushion Modular Backing

EF Contract's broad range of modular carpet designs paired with our Nexus cushion modular backing, provides you with higher performance and appealing design. Nexus is engineered to provide outstanding performance, protection and stability that is required of modular carpet systems.

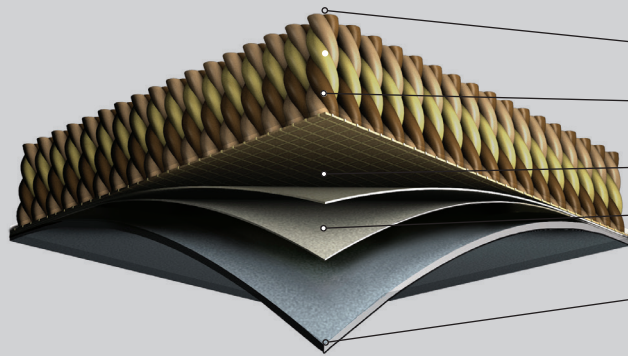
### Features and Benefits

Nexus modular products can be installed in a variety of ways and are performance engineered to be visually appealing. In addition, they are designed to accommodate your long-term flooring budget.

- Improves impact sound insulation.
- Provides comfort under foot
- Manufactured in an ISO 14001 certified facility
- Contains pre-consumer and post-consumer recycled content and contributes to LEED
- Recyclable through the EF Contract Carpet Reclamation Program
- Carbon Neutral
- PVC-free
- Phthalate Free
- Coal Fly Ash (CFA) Free
- CRI Green Label Plus Certified

### Lifetime Modular Performance Warranties

- Lifetime warranties for tuft bind strength (edge ravel, yarn pulls and zippering) and protection from delamination failure
- Lifetime warranty for moisture barrier and dimensional stability



### Nexus<sup>®</sup> Cushion Modular Components

- Face fiber
- Primary backing
- High performance polymeric precoat
- Polyurethane laminate coat
- Polyurethane cushion with fiberglass reinforcement

### Construction and Performance Specifications

Required Adhesive	Nexus <sup>®</sup> Modular Cushion Adhesive
Primary Substrate	100% Synthetic
Cushion Layer	Polyurethane Composite Cushion with Fiberglass Reinforcement
Cushion Cell Structure	Open Cell
Average Cushion Thickness	.140 inch (approximate)
Cushion Weight	34.5 oz./sy
Cushion Volume Density	18 lbs./ft <sup>3</sup> (minimum)
Dimensional Stability	Passes (DIN 54318 Aachen Test)
Total Backing Weight	83.5 oz./sy (Style Dependent)
Tile Size	24" x 24" / 18" x 36" / 12" x 48"
Methenamine Pill Test	Passes
Radiant Panel (ASTME-648) Watts/cm <sup>2</sup>	Class I > .45
NBS Smoke (ASTME-662)	450 or less, Flaming Mode