# Berber Impressions HD Mats

### Logo • Scraper/Wiper Mats • Indoor/Outdoor

Berber Impressions HD mats feature your custom logo or message digitally printed on a Berber mat. These mats are ideal for use as slip-resistant entrance mats to showcase your custom logo or artwork, or in any area where moisture, tracking, or dripping occurs.

- **Durable** The tight weave of Berber makes it durable enough to withstand heavy foot traffic while scraping dirt and moisture from shoes to minimize tracking
- **High Definition** The Berber fabric features a smooth surface that allows for crisp printing definition
- Eco-Friendly These mats are made with PET (polyethylene terephthalate), a type of polyester yarn that features at least 80% recycled content reclaimed from plastic
- Easy to Clean PET fabric is naturally resistant to staining and fading
- Attractive Loop pile "berber" construction features a hobnail design for an upscale look
- **Safe** Durable rubber backing helps keep the mat in place to minimize slipping hazards
- 56 standard color options; choice of smooth or universal cleated rubber backing



Color images are intended to be used as a guide only.









## Berber Impressions HD Mats Logo • Scraper/Wiper Mats • Indoor/Outdoor



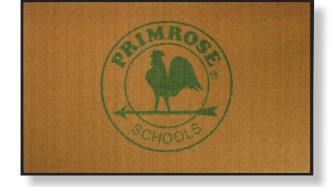


#### 5/16" Product No. 2383

Size (ft.)	Size (in.)	Product Weight*
2' x 3'	24" x 35"	3.6 lbs.
3' x 4'	35" x 47"	7.2 lbs.
3' x 5'	35" x 59"	8.8 lbs.
3' x 10'	35" x 119"	18 lbs.
4' x 6'	45" x 69"	14.2 lbs.
4' x 8'	45" x 95"	20.2 lbs.
5' x 8'	58" x 95"	21.9 lbs.
5' x 10'	58" x 119"	28.4 lbs.
6' x 10'	68" x 119"	35 lbs.
6' x 12'	68" x 143"	43.2 lbs.

Note: Special sizes are available in widths of 3' (35"), 4' (45"), 5' (58"), or 6' (68") and whole foot lengths up to 20'.

Mat sizes are approximate as rubber shrinks and expands in conjunction with temperature and time. Tolerable manufacturing size variance is 3-5%.



Digital printing process makes fine details, shading, and 3D images achievable

### Hobnail design creates an upscale look



©2020-23 M+A Matting