

Model 6201M - Bala, Medium Back, Single Seat with Arms

**Dimensions** 

Seat Height18Depth25Seat Width21Width25.25Overall Height33.75Arm Height25

**COM Yardage** Based on pattern repeats less than 5 in. x 5 in.

Unit 1.75 Seat Yardage 0.75 Back Yardage 1

**Options:** 

Wall saving No Connected Yes Cal 133 Yes

Arm Styles Wood or Black polyurethane - flat or rounded profile

Leg Guard Yes

**Frame construction** All end and connecting wood frames are assembled from the highest quality European Beech. The wood frame is

mechanically fastened to a welded substructure. The substructure uses a combination of 10 and 11 gauge brake-formed sheet metal parts to create the foundation to which suspension, support components and frame

subassemblies are attached to form the completed chair frame.

Seat The upholstered seat pan is made with 100% recycled plastic with upholstery covers form fitted and stapled over 3

inch thick hi-resiliency polyurethane molded foam.

**Back** The upholstered back is based on a 3/4 in. thick, 7 ply laminated contoured plywood core platform with velcro-

removable upholstery covers form fitted over 4 inch thick hi-resiliency polyurethane molded foam.

Foam Molded foam is formulated displacing 25% of the existing non-renewable petroleum material with a sustainable

plant based substitute. The foam performs as regular based cut foam and provides a 3.0 to 3.2 PCF density with no

changes to the physical properties, comfort, and longevity of the foam.

Flame retardancy Foam provided is compounded to meet specifications of the Federal Motor Vehicle Standard MVSS302 and

California Bulletin No. 117 (TB117-2013).

Arms An optional molded self-skinned urethane arm cap is available in a flat (PF) or rounded (PR) shape. The arm cap is

molded over a 1/8 in. thick steel flat plate which is attached to the seat frame using metal-to-metal connections.

**Glides** Frame feet are finished with durable injection molded plastic glides.

**Load Test** Exceeds BIFMA Seating Durability Test to 500 lbs