
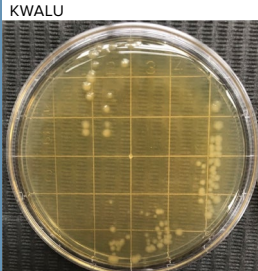
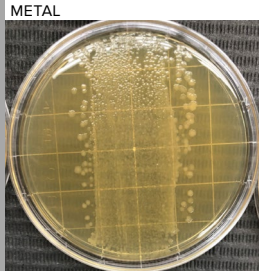


KWALU vs METAL



	KWALU CHAIR	METAL CHAIR
APPEARANCE	Upscale appearance	Often perceived as a cheap option to a wood chair
TEMPERATURE TO THE TOUCH	Warm to the touch – just like wood	Cold to the touch – which can be a problem for guests/patients
CHAIR FRAME	<p>Kwalu finish is extremely durable and can be easily repaired onsite using steel wool</p> 	Over time, the metal finish gets scuffs and marks which cannot be easily repaired onsite
WOOD GRAIN APPEARANCE	Wood grain effect goes all the way through the outer shell – similar to a carrot	Topical wood grain effect is surface only – similar to a radish
CLEANERS	Kwalu chairs can withstand increasingly harsh disinfectants on a more frequent basis. Kwalu can withstand all of the EPA approved cleaners against C. diff bacteria, including undiluted bleach	Unknown
WARRANTY	Frame and finish is warranted for 10 years	Warranty is limited to manufacturers' defects only
SEAT CUSHIONS	Nearly all of the seat cushions on Kwalu chairs can be easily replaced onsite without the need for a qualified upholsterer	Often this is not the case with metal chairs
FINISH	<p>The Kwalu finish is smooth – which allows for easier cleaning. In an independent study performed May 2020, it was determined that the surface of the Kwalu chair was safer than the surface of the metal chair in healthcare environments, because when combined with proper cleaning protocols, the results showed that Kwalu's surface harbored 96% less C. diff bacteria than metal</p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;">  <p>KWALU</p> <p>Test sample of C. diff bacteria spore burden remaining on Kwalu after typical healthcare cleaning</p> </div> <div style="text-align: center;">  <p>METAL</p> <p>Test sample of C. diff bacteria spore burden remaining on Metal (steel) after typical healthcare cleaning</p> </div> </div>	<p>By comparison, the surface of a metal chair is not smooth – which makes it much harder to clean</p>