FLOORS @ WORK

Do's & Don'ts for Engineered Hardwood and Solid Hardwood

- ✓ **Do** Dents, scratches, etc. are unfortunately something that all hard surfaces suffer from, there are scratch removers available to help disguise regular wear and tear.
- ✓ **DO** have a humidifier to prevent excessive shrinkage in floors due to low / high humidity, recommended levels of 35% 55%.
- ✓ **DO** Sweep or vacuum often to remove loose dirt before it can scratch and damage your floor.
- ✓ **Do** Move rugs occasionally to avoid uneven colour changes due to strong light.
- ✓ DO Use doormats at entrances.
- ✓ **DO** Expect colour variations, as hardwood is a natural material.
- ✓ **DO** See to your pets. Nails, spills, "accidents" and other issues.
- ✓ **DO** Always use felt protector pads on chairs, tables, etc. Always lift furniture. Never drag items across the floor.
- ✓ **DO** Allow the floor to acclimatize to room temperature for at least 48-72 hours before installation.
- **DO NOT** Clean your hardwood floor with water. Do not use any wax or cleaner that need to be mixed with water.
- **DO NOT** Install hardwood flooring over radiant heat except oak collection.
- **DO NOT** Install hardwood flooring in an area that will be subjected to excessive moisture. This also means avoiding an installation "below grade" (in basement for instance.) or in bathrooms.
- **DO NOT** Use steel wool or any other abrasives to clean a hardwood floor.
- ☑ **DO NOT** Leave damp rugs on the surface of the engineered hardwood flooring for an expended period.
- **DO NOT** Install hardwood flooring in an area that is not environmentally controlled all year long. Say a cottage or summer home.
- **DO NOT** Use rubber mats, foam backed rugs or plastic as they may discolour the floor.
- **DO NOT** apply other coats of stain / polyurethane finishes on already finished engineered hardwood flooring.
- **▼ DO NOT** install engineered hardwood flooring where there is direct sunlight.

Note: -If any instruction from the list above is not followed, Warranty will be voided.