



Specifications

INVINCI Verando pattern meets or exceeds all Type II requirements of CCC-W-408D and W-101.

Specifications: Performance:

Weight (Avg.): 20 oz/ly (452 gr/m²)

Width: 52/54" (132/137cm)

Backing: Osnaburg

Installation: Reverse Hang/Random Match

Custom colors, weights, widths and microventing are available.

Fire Safety:

- ASTM-E84 (GRC) Class A
- Passes NFPA 286 Corner Burn
- NFPA 101 Life Safety Code
- BS476 Class 0
- CAN-ULC S102

Environmental and Health:

- Meets State of Washington Building Specification for Indoor Air Quality
- Meets California Section 01350 Indoor Air Quality Standard
- Phthalate Free
- Free of PBDE's (Brominated Flame Retardants)
- Environmental Product Declaration (EPD) Available
- Health Product Declaration (HPD) Available
- Aggressive manufacturing materials recovery and reuse program
- Highly cleanable water-based inks

USGBC LEED Support:

- Support USGBC Leed v4 Criteria
- Materials and Resources; Building Product Disclosure (includes Recycled Content; Construction Waste Management)
- Indoor Environmental Quality; Low emitting materials

Moisture, Mold and Mildew:

Vinyl wallcovering functions as a vapor barrier. If water or moisture becomes trapped between the wallcovering and wall cavity, an increased risk of mold may occur. Consult a building design professional on the proper use of vinyl wallcovering.

A mildew inhibiting agent has been added to help protect against fungal and other microbiological growth. No additives however, will prevent mold growth if moisture is allowed to accumulate and its sources are not eliminated.

Further protection against mold growth may be achieved with Permavent[®], a unique microventing technology that literally "breathes," helping manage the mobile moisture in walls.

Warranty:

INVINCI is guaranteed to be free of defects in workmanship and material for five years. For additional details on moisture management, Permavent, warranty and other INVINCI innovations, visit our website at invinciwallcovering.com.

VESSTIGE