

**BASIC INFORMATION ON QUALITIES**

<b>QUALITY NAME:</b>		<b>SOMERSET(AB/QB/AK600)</b>
<b>PILE:</b>		
A- Material and Percentages: (i.e. 100% Wool; 80%wool 20% polyester; etc.)	50%POLY/50%ACRYLIC	
B- Count & Plies (i.e. 8.5CC 3Ply; or 1800 denier,10 ends,etc.)	10S/2 1800Denier	
C- Origin: (i.e. 100% New Zealand, 50%NZ,50%China; etc.)	China	
D- No. and Type of twist (i.e. 280/m , S/Z; etc)	150/m,S	
E- Pile height (i.e. 10mm; 0.41inches,etc.)	9.5mm	
F- Pile weight (i.e. 2.5 Kg/M2 ; etc.)	1.8Kg/M <sup>2</sup>	
G- Dye Method: (i.e. Solution Dyed; Space Dyed; Hank; Skein; Piece; etc.)	Space Dyed	
H- Heat Set (if any)	No	
I- Kind of Dyes used (i.e. Acid Dyes; Reactive Dyes; Complex Metal Dyes, etc.)	Basic dyes	
<b>Weft and Warp:</b>		
A- Material and Percentages: (i.e. 100% Wool; 80%wool 20% polyester; etc.)	Weft is 100%Jute,Warp is 100%PET	
B- Count & Plies (i.e. 8.5CC 3Ply; or 1800 denier,10 ends,etc.)	Weft:5.0s/2,Warp:20s/3	
C- Origin: (i.e. 100% New Zealand, 50%NZ,50%China; etc.)	China	
D- No. and Type of twist (i.e. 280/m , S/Z; etc)	Weft:180/m,S;Warp:180/m,S	
E- Weight	Weft:0.36Kg/M <sup>2</sup> ;Warp:0.14Kg/M <sup>2</sup>	
<b>Backing:</b>		
A- Material (i.e. Cotton, Jute, Latex; etc.)	Weft+Warp+Latex+Pile Yarn	
B- Weight (i.e. KG/M2)	0.8Kg/M <sup>2</sup>	
<b>Construction:</b>		
A- Kind: (i.e. Woven; Tufted; Knotted; etc.)	Woven	
B- Appearance (i.e. Flat, Carved, Sculptured; Plush; etc.)	CUT	
C- Rows (stitches or Knots per 10 linear Centimeters)	600/M	
D- Pitch (stitches or knots per 10 vertical Centimeters)	324/M	
E- Total Weight (i.e. Kg/M2)	2.6Kg/M <sup>2</sup>	
<b>Finishing:</b>		
		NO SPECIAL TREATMENTS
A- Treatments (i.e. any Mothproofing, stein resistant agents, etc. )		
B- Kind and Stage ( if any treatments, specify at what stage, i.e. at dye stage, application on finished product, etc; as well as the material used i.e. 3M fc, or Bayer Mothproof xxx, etc.)		
C- Method: If any treatments, specify the method of application( in Dye solutions, in raw material chips, sprayed on final product, etc.)		