

Milliken Carpet

5

EASY STEPS
TO SELECT
THE CORRECT
CARPET
USING THE
APPEARANCE
RETENTION
CONCEPT

Milliken Carpet participated in a team of industry representatives that worked to develop new commercial carpet specifications for the General Services Administration contract and other federal procurements. The team also included representatives from the United States Air Force, Army Corps, Navy, Veterans Affairs, General Services Administration, carpet manufacturers and The Carpet & Rug Institute, the professional organization representing the carpet industry.

The new criteria are based on simulated wear tests that provide an index for appearance retention. Each carpet will carry an appearance retention rating or ARR that gives specifiers a better indication of whether this product will perform well in a specific end-use application under the typical traffic level for that application.

Other performance factors that should be considered when specifying carpet are: design, color, type of backing, use of entry systems and maintenance.

The following 5-step program provides an easy-to-use guide for specifying carpet.

STEP ONE

1. Identify end-use application and minimum appearance retention rating

All Milliken carpets are evaluated by independent laboratories using the Hexapod Drum Test as outlined in CRI TM101. Each carpet is graded on a 5-point scale for appearance change after 4,000 and 12,000 cycles. The minimum scores for each Appearance Retention Rating (ARR) classification are shown in the following chart. To achieve a particular ARR, a carpet must meet or exceed the minimum numerical score at both 4,000 and 12,000 cycles.

ARR CLASSIFICATION	ARR AT 4,000 CYCLES*	ARR AT 12,000 CYCLES*
MODERATE	3.0	2.5
HEAVY	3.5	3.0
SEVERE	4.0	3.5

***MUST BE EQUAL TO OR GREATER THAN BOTH RATINGS TO QUALIFY FOR CLASSIFICATION**

Identify your end-use application in the chart on Pages 6-7 and note its classification as a Moderate, Heavy or Severe environment for carpet use. Any Milliken carpet with an ARR within your classification or higher is appropriate for your end-use application. The published specifications for each Milliken carpet include the Appearance Retention Rating.



STEP TWO

2. Select design

Carpet design plays a key role in disguising stains and wear patterns. If you expect a high traffic level, select a pattern that works to camouflage stains.

DESIGN	STAIN-MASKING
RANDOM PATTERN	EXCELLENT
REGULAR PATTERN	GOOD
TWEED	MARGINAL
SOLID	POOR

STEP THREE

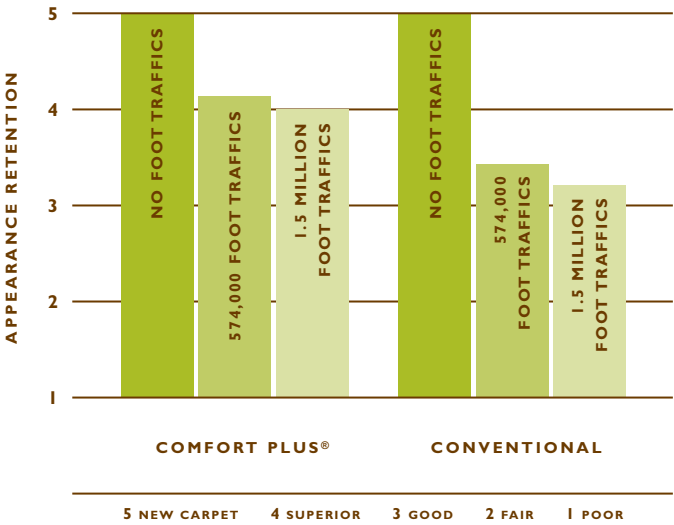
3. Determine color

Dark colors may appear to be the best choice for hiding soil. However, dark carpets offer sharp contrast, so lint, dust, and light-colored stains show up more easily. Conversely, light carpets readily show dark spots and stains. The optimum selections are color values that fall into the medium range. These colors offer little contrast to accumulated soil and do the best job of concealing stains.

STEP FOUR

4. Specify backing

Industry tests prove that cushion-backed carpets increase comfort and performance. The cushion absorbs the impact of foot traffic, allowing the carpet fiber to look better and last longer. The chart below shows how modular carpet with Milliken's Comfort Plus® PVC-free cushion backing outperforms carpet with conventional hard backing.



STEP FIVE

5. Plan Entry Systems and Maintenance

A plan that includes entry systems and consistent maintenance will enhance the appearance and longevity of your carpet. Entry systems have the added benefit of preventing slips and falls. Milliken offers First Appearances®, a three-step entry system that uses mats and brushing carpets to trap 90 percent of tracked-in dirt and moisture. For maintenance, Milliken recommends MilliCare®, a dry cleaning program that also enhances indoor air quality.

ENTRY SYSTEM	CARPET PERFORMANCE
MULTI-STEP PROGRAM	EXCELLENT
ENTRY MATS	GOOD
HARD SURFACE	POOR

MAINTENANCE	CARPET PERFORMANCE
PREVENTIVE CLEANING	EXCELLENT
SPOT CLEANING	EXCELLENT
CLEAN AS NEEDED	POOR

NOTE: THESE CLASSIFICATIONS ARE BASED ON TYPICAL USAGE. USE A HIGHER CLASSIFICATION IF TRAFFIC EXPOSURE IS EXPECTED TO BE GREATER THAN USUAL. YOU MAY SELECT A LOWER CLASSIFICATION IF TRAFFIC IS PROJECTED TO BE LOWER THAN WHAT IS TYPICAL FOR THAT APPLICATION.

END-USE APPLICATION	MINIMUM USE CLASSIFICATION
MEDICAL FACILITIES (CONT.)	
LOUNGES	HEAVY
OFFICES (PRIVATE, SEMI-PRIVATE)	SEVERE
PATIENT ROOMS	HEAVY
PLAYROOMS (OB/GYN, PEDIATRIC CLINICS)	SEVERE
STAFF SLEEPING AND WATCH AREAS	MODERATE
MILITARY HOUSING	
FAMILY HOUSING	
FLAG	MODERATE
SINGLE UNIT	HEAVY
MULTI-UNIT (CORRIDORS, SLEEPING/LIVING ROOMS)	HEAVY
MULTI-UNIT (PUBLIC AREAS, LOBBIES, LOUNGES)	SEVERE
BACHELOR OFFICER QUARTERS	
SLEEPING/LIVING ROOMS	MODERATE
PUBLIC AREAS (LOBBIES, LOUNGES)	SEVERE
DINING FACILITIES	SEVERE
OFFICES	MODERATE
BACHELOR ENLISTED QUARTERS	
SLEEPING/LIVING ROOMS	SEVERE
PUBLIC AREAS (LOBBIES, LOUNGES)	SEVERE
DINING FACILITIES	SEVERE
OFFICES	HEAVY
MUSIC OR DRAMA CENTERS	
ALL AREAS	SEVERE
OFFICES (INCLUDING ADMINISTRATIVE AREAS)	
CLOSED PRIVATE OFFICES	HEAVY
CORRIDORS	SEVERE
CONFERENCE ROOMS	HEAVY
OPEN PLAN OFFICE (CIRCULATION AREAS)	SEVERE
OPEN PLAN OFFICE (WORK AREAS)	HEAVY
RESTAURANTS (EXCLUDING WORK SPACES)	
DINING AREAS	SEVERE
CAFETERIA-TYPE DINING AREAS, ENLISTED CANTEENS	SEVERE
OFFICE AREAS	HEAVY
RETAIL STORES	
OFFICES	HEAVY
RESTAURANT AND CAFETERIA DINING AREAS	SEVERE
SALES AREA	SEVERE
THEATRES	
ALL AREAS	SEVERE
TRAINING BUILDINGS/EDUCATIONAL FACILITIES (INCLUDING DEPENDANTS' SCHOOLS)	
CLASSROOMS, CORRIDORS	SEVERE
STAFF/ADMINISTRATION OFFICES	HEAVY
YOUTH CENTERS	
ALL AREAS	SEVERE

End-Use Classification Chart FOR USE WITH STEP 1

END-USE APPLICATION	MINIMUM USE CLASSIFICATION
BANKS/CREDIT UNIONS	
ENTRANCES AND CUSTOMER BANKING SPACE	SEVERE
OPEN OFFICE SPACE, PRIVATE OFFICES	HEAVY
BOWLING ALLEYS	
CONCOURSES (EXCLUDING FOOD SERVICE, WORKING AND STORAGE AREAS)	SEVERE
CHAPELS AND OTHER RELIGIOUS FACILITIES	
EDUCATIONAL WING, WORSHIP AREAS	HEAVY
CHILD CARE CENTERS	
ALL AREAS	SEVERE
CLUBS	
ALL AREAS	SEVERE
HOUSING	
SINGLE FAMILY	
FAMILY ROOMS, LIVING ROOMS, DINING ROOMS	HEAVY
SLEEPING ROOMS	MODERATE
COMBINATION LIVING/SLEEPING ROOMS	HEAVY
MULTI-FAMILY	
COMMON AREAS (LOBBIES, LOUNGES)	SEVERE
CORRIDORS	SEVERE
FAMILY ROOMS, LIVING ROOMS, DINING ROOMS	HEAVY
MULTI-PURPOSE AREAS	SEVERE
SLEEPING ROOMS	MODERATE
COMBINATION LIVING/SLEEPING ROOMS	HEAVY
LABORATORY/RESEARCH FACILITIES	
COMPUTER WORK AREAS	SEVERE
CLOSED PRIVATE OFFICE	HEAVY
OPEN WORK AREAS, DRY LABS	SEVERE
LIBRARIES	
CONFERENCE ROOMS, CORRIDORS	SEVERE
LODGING FACILITIES/DORMITORIES	
CONFERENCE ROOMS	SEVERE
COMBINATION LIVING/SLEEPING ROOMS	SEVERE
DINING FACILITIES	SEVERE
OFFICES	HEAVY
PUBLIC AREAS (LOBBIES, LOUNGES, TV ROOMS, DAY ROOMS)	SEVERE
SLEEPING ROOMS	HEAVY
MEDICAL FACILITIES (EXCLUDING PATIENT TREATMENT AREAS)	
ASSISTED LIVING AREAS, CLASSROOMS	HEAVY
CHAPELS, CONSULTATION ROOMS	MODERATE
CLINICAL WAITING AREAS (OUTPATIENT, PHARMACY, ANCILLARY ZONE ONLY)	SEVERE
CORRIDORS, DINING AREAS, ELEVATORS	SEVERE
ENTRANCE AREAS (ENTRY MATS SHOULD BE USED)	SEVERE
LIBRARIES	MODERATE
LOBBIES	SEVERE

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