

Thank you for choosing Chilewich.

Maintenance Instructions - Rugs

Designed and made in the USA, your new indoor/outdoor rug is extremely durable and features integrated protection against mold and mildew that lasts for the lifetime of the product. The guidance below will help to keep it in peak condition for many years to come.

PLACEMENT

Your rug is best suited to dry surfaces. It may be used on floors with radiant heating, provided that the floor temperature does not exceed 85°F/30°C. It is woven with fade-resistant TerraStrand yarns, but, like all textiles, it may fade when placed in direct sunlight for extended periods.

Do not place objects made of rubber (including rubber castors) on your rug, as they can cause discoloration.

When placed upon a textured surface, the latex backing may become abraded. This will not affect the woven face of the textile or its performance. To prevent abrasion of the backing, a rug pad may be used.

CARE

Occasionally lift and air out your rug, which allows it—and the surface on which it sits—to ventilate and stay dry.

When moving or storing, roll up your rug with the woven surface facing outwards and tie loosely. In case of creasing, steam using a handheld garment steamer on the lowest heat setting.

CLEANING

Cleaning is easy. To remove loose dirt and debris, sweep, vacuum, or shake out.

In case of spills, blot quickly with a damp, lint-free cloth. Persistent stains may be treated with spot cleaner and wiped with a cloth. If needed, follow with a residential carpet cleaner or mop the surface. After cleaning, lift your rug and clean the floor. Allow both the rug and floor to dry completely before replacing.

For deep cleaning, we recommend hot water extraction with mechanical brushing using equipment such as the Rug Doctor Deep Carpet Cleaner, Rug Doctor Mighty Pro X3, or Bissell Big Green Deep Cleaning Machine.

Do not clean with acetone, Pine-Sol, or citrus-based cleaning agents, as they can cause degradation and/or discoloration.

Do not machine wash or iron.