

# CUMBERLAND

Fresh forms for flexibility

Port Lounge



*Beautiful objects that work effortlessly together—anywhere.*

**Port Lounge**

*Designed by David MocarSKI*

As part of the Slide Collection, the Port Lounge Chair's variations respond to differing needs for flexibility and mobility. All offer the same "embrace" with a seat design that can accommodate many different postures and a back that wraps the user with support. The four-leg version is easily moveable to reconfigure settings, while the airy swivel base with self-return is designed for freedom of movement within a stationary location.



Sculptural wood bases bring warmth and visual comfort to spaces



The solid stainless steel swivel base is visually airy and physically durable



High- and low-back options increase flexibility in application

**Specifications**

The Port Lounge Chair has an upholstered seat and back cushion with a rigid polyurethane core. The lounge is available with a self-return swivel base for those who prefer stationary seating or a 4-leg stainless steel or hardwood base for those who prefer to move the lounge around.

**Options**

- Upholstery: COM/COL, Fabric, and Elmo Leather program
- Metal Base: Polished or Satin Stainless Steel is standard. Painted Metal, Polished Brass and Statuary Bronze are also available
- Wood Base: Maple is standard. Walnut and White Oak are also available
- Wood Finishes: Available in any standard MP finish on Maple, and premium WL finish on Walnut or any premium WO finish on White Oak. Cerused finish on White Oak and custom finishes are also available
- Glide Option: Nylon glides are standard. Felt pads on the bottom of the nylon glide are also available

**Four-Leg Lounge Chair**

2155 Wood Low-Back Lounge	27"w x 26"d x 30"h
2255 Metal Low-Back Lounge	28"w x 28"d x 30"h
2156 Wood High-Back Lounge	27"w x 27"d x 35"h
2256 Metal High-Back Lounge	28"w x 28"d x 35"h

**Swivel-Base Lounge Chair**

2253 Metal Low-Back Lounge	28"w x 28"d x 30"h
2254 Metal High-Back Lounge	28"w x 28"d x 35"h

