tuttoparqueť

Protecting your wood floor

Leaflet 2

To keep your floor in good condition it is important to protect it from its three main enemies: abrasives, pressure and water.

Abrasives

When we talk about floor wear, we are referring to the protective finish and not to the wood itself. Finishes are carefully applied to create a protection to the top layer of the hardwood. Even so it is still vulnerable to abrasives.

Tracked-in sand and hard surfaces that rub against the floor (chairs, furniture legs, etc.) will eventually wear down even the most resistant protective finish. The following tips will help you to protect your floor against premature wear.

- ✓ Place felt pads under chair and furniture legs. Ensure that the pads are kept clean and in good condition;
- ✓ Sweep and vacuum the floor regularly to remove all sand and otherabrasives;
- ✓ Placing an outside mat and an indoor carpet at each door with exterior access will help keep gritty dirt from getting tracked through the house.

Pressure

Marks on the floor surface occur when the wood fibre is crushed. When this happens the protective finish remains intact, simply taking the shape of the hollow. Marking can be caused by heavy objects being moved or striking the floor as well as by repeated rubbing or small impacts. To avoid marks on the floor:

- ✓ Protect the floor when moving heavy furniture, such as a fridge for example. Use specially designed glides or slide the furniture on a piece of upside-down carpet;
- ✓ For furniture and chairs with castors use only castors designed for hard surfaces (wide rubber). Avoid hard ones made of plastic or wood;
- ✓ Watch for high heels, a dangerous enemy for any type of floor covering. Broken or worn heels can even damage a cement floor!
- ✓ If you have pets, keep their claws well trimmed.

Water

Wood interacts naturally with water, expanding as it grows more humid and contracting as it dries. The engineered structure of our wood floors allows the floorboards to resist some of the resulting movement. However, liquid spills or wide variations in humidity can have a visible impact on floors. To reduce the risks of floorboard movement:

- ✓ Keep relative humidity levels in your home between 35% and 55%.
- ✓ Wash floors with a damp mop;
- ✓ Immediately clean up any liquids spilled on the floor;
- ✓ Avoid indoor rugs with undersides made of rubber or any other material that prevents air from circulating properly beneath the rug.
- Exposure to sunlight is responsible for a natural process (oxidation) that makes the top layer to darken considerably. It is a good idea to move area rugs and furniture from time to time to allow the entire floor surface to get an even exposure to sunlight and a more consistent colour tone so that the same sections of the floor are not permanently exposed to intense light.
- ✓ Do not use steamers to clean your floor. The steam can cause damage to it as the wood does interact with water.

Regular Care

To maintain the look and performance of the finish and keep your floor looking beautiful for longer, follow these few simple rules:

- ✓ Sweep or vacuum regularly to get rid of dust, sand or any other abrasive grit;
- ✓ Apply liquid cleaner with a mop designed for the job rather than pouring it directly onto the floor. Mop the floor in the same direction as the grain;
- ✓ Keep the mop just for the floor so it doesn't get contaminated by other cleaning products;
- ✓ Remove liquid spills immediately from the floor;
- ✓ For tough stains use the cleaner on a sponge or damp cloth and rub it;
- ✓ Never use wax, oil-based soap or other household detergent. These products may dull the finish or leave behind a damaging oily film. This can make the floor slippery or harder to maintain;
- ✓ Only use a cleaning product specially designed for wood floors and for the finish of your floor. Lacquered floors and Oiled floor need different products.

Tuttoparquet Unit 6-7 Arrow BUsiness Centre - 19-21 Aintree Road - Perivale - UB6 7LA 020 7435 8282 www.tuttoparquet.co.uk

Make a note of your wood floor below: