

HOME OF INSPIRATION

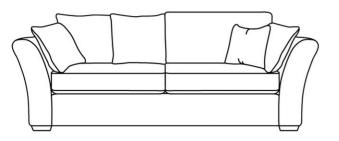


HERON



THE HERON COLLECTION

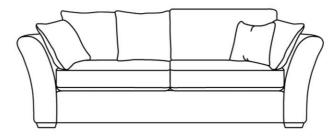
The Heron range is a modern classic. The rolled arms and generous sizing makes it inviting and instantly appealing. The seat cushions are a high quality fibre in a cambric case which ensures endless comfort. The Heron range offers a great choice of sofa sizes in scatter or standard back, corner units, snuggler chair, armchair and storage footstool, giving you all the options to personalise to your requirements. It's the perfect choice for those who appreciate comfort, quality and fine design.



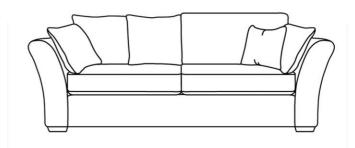
4+ Seater Standard Back Sofa W: 251cm H: 98cm D: 102cm



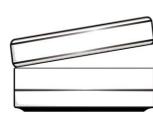
4+ SEATER SCATTER BACK SOFA W: 251CM H: 98CM D: 102CM



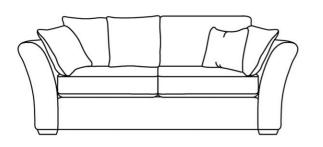
4 Seater Standard Back Sofa W: 229cm H: 98cm D: 102cm



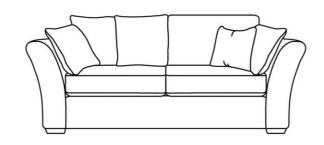
4 SEATER SCATTER BACK SOFA W: 229CM H: 98CM D: 102CM



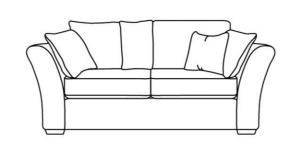
Storage Footstool W: 68cm H: 48cm D: 58cm



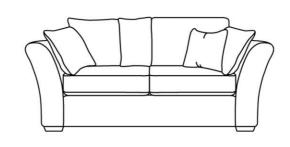
3 Seater Standard Back Sofa W: 209cm H: 98cm D: 102cm



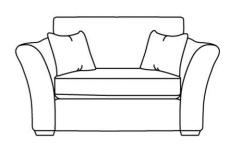
3 SEATER SCATTER BACK SOFA W: 209CM H: 98CM D: 102CM



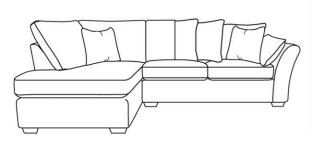
2 Seater Standard Back Sofa W: 189cm H: 98cm D: 102cm



2 Seater Scatter Back Sofa W: 189cm H: 98cm D: 102cm



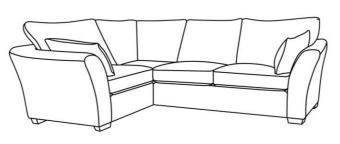
Snuggler W: 157cm H: 98cm D: 102cm



3 Seater Corner Sofa C/W Chaise LHF W: 285cm H: 98cm D: 199cm



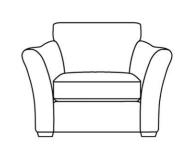
3 Seater Corner Sofa C/W Chaise RHF W: 285cm H: 98cm D: 199cm



1 Seater + 3 Seater Corner Sofa LHF W: 272cm H: 98cm D: 198cm



3 Seater + 1 Seater Corner Sofa RHF W: 272cm H: 98cm D: 198cm



Armchair W: 104cm H: 98cm D: 99cm

Features:

- Seat suspension is high tensile zig zag sprung seat platform
- Back suspension is a high resilient foam over a tensioned woven elastic webbed platform
- Seat cushion fillings are high quality fibre in a cambric case
- Available as scatter back or standard back
- Foot options available in light, medium or wenge finish
- Fabulous selection of colours and fabrics
- Measurements are approximate and for guidance only

- W: = Width H: = Height D: = Depth