

Benefits of Rubber Backing

Though vinyl-backed mats are often an alluring choice for the cost-conscious shopper, they do not perform well in settings with more than moderate traffic, and they are prone to cracking and curling around the edges. When this happens, if vinyl mats remain in service, they can become dangerous. If you're looking for a mat that offers long-term durability and safe performance, invest in a rubber-backed mat. Rubber is less prone to cracking or curling and will provide years of reliable service.

Durable

Rubber can endure extreme temperatures and is far less prone to cracking, curling and warping than vinyl. Rubber can be produced with a number of different surface patterns/treads for safe use on a variety of floors.

Types of Rubber

We offer SBR rubber in one thickness, 48-mil. We offer nitrile rubber in three primary thicknesses:

- 52-mil
- 65-mil
- 90-mil

Select mats are available with MegaHold® backing, which features 100-mil nitrile rubber.

"The most expensive mat you will purchase is a cheap mat."

THE BACKING SURFACE

The backing surface of your mat should be chosen based on the type of flooring the mat will be placed on. And regardless of the backing-flooring pairing, the mat should always be placed on a dry floor.

SMOOTH FLOORS

Mats that will be placed on a smooth surface like marble, tile, or wood perform best with a smooth backing. The smooth backing allows the two surfaces to have the most contact and create the most friction to prevent the mat from moving.



Smooth

CARPETED FLOORS

Mats that will be placed on a carpeted surface perform best with a cleated backing. Cleats are small nubs that grip the carpeted surface to minimize movement. Universal-cleated backing is a hybrid option designed to perform on both smooth and carpeted floors.



Universal Cleated

SMOOTH HIGH-TRAFFIC FLOORS

In areas with high foot traffic or heavy rolling loads, you may want to consider MegaHold backing. MegaHold features recessed suction cups that provide maximum traction on smooth surfaces.



MegaHold