ZANEEN_®

BIONIQ ROUND ADJUSTABLE

PROJECT TYPE NOTES QUANTITY DATE

Black Velvet - 02	Crystal White - 03	Creamy - 04	Hampton Bay - 05	Lagoon - 06
In the Army - 08	Rusty Angel - 09	Rusty Rush - 10	Milk and Chocolate - 11	Fade to Gray - 12
Twilight - 14	Lost Dream - 15	Purple Sky - 16	Fresh Oh - 17	Funky P 18
Poseidon's Paradise - 20	Blue Sky - 21	Spring Green - 22	Mellow Yellow - 23	Golden Heart - 24
Champagne Cream - 26	Copper Mine - 27	Ancient Bronze - 28	Jazz Gold - 29	Olive Breeze - 30
Rosewood Red - 32				
	In the Army - 08 Twilight - 14 Poseidon's Paradise - 20 Champagne Cream - 26	In the Army - 08Rusty Angel - 09In the Army - 08Image: Constant of the second of the secon	Inte Army - 08Rusty Angel - 09Rusty Rush - 10Inte Army - 08Image - 09Image - 09Image - 09Image - 09Image - 01Image - 01Image - 05Image - 01Image - 02Image - 01Image - 02Image - 03Image - 02Image - 02Image - 04Image - 02 </td <td>Image: Problem of the Army-08 Rusty Angel-09 Rusty Rush-10 Milk and Chocolate - 11 Image: Problem of the Army-08 Rusty Angel-09 Rusty Rush-10 Milk and Chocolate - 11 Image: Problem of the Army-08 Rusty Angel-09 Rusty Rush-10 Milk and Chocolate - 11 Image: Problem of the Army-08 Rusty Angel-09 Rusty Rush-10 Image: Problem of the Army-08 Image: Problem of the Army-08 Rusty Angel-09 Rusty Rush-10 Fresh Oh - 17 Image: Problem of the Army-08 Rusty Problem of the Army-08 Fresh Oh - 17 Image: Problem of the Army-08 Rusty Problem of the Army-08 Fresh Oh - 17 Image: Problem of the Army-08 Rusty Problem of the Army-08 Fresh Oh - 17 Image: Problem of the Army-08 Rusty Problem of the Army-08 Fresh Oh - 17 Image: Problem of the Army-08 Rusty Problem of the Army-08 Fresh Oh - 17 Image: Problem of the Army-08 Rusty Problem of the Army-08 Fresh Oh - 17 Image: Problem of the Army-08 Rusty Problem of the Army-08 Fresh Oh - 17 Image: Problem of the Army-08 Rusty Problem of the Army-08 Fresh Oh - 17 Image: Problem of the Army-08 Rusty Problem of the Army-08 Fresh Oh - 18 <</td>	Image: Problem of the Army-08 Rusty Angel-09 Rusty Rush-10 Milk and Chocolate - 11 Image: Problem of the Army-08 Rusty Angel-09 Rusty Rush-10 Milk and Chocolate - 11 Image: Problem of the Army-08 Rusty Angel-09 Rusty Rush-10 Milk and Chocolate - 11 Image: Problem of the Army-08 Rusty Angel-09 Rusty Rush-10 Image: Problem of the Army-08 Image: Problem of the Army-08 Rusty Angel-09 Rusty Rush-10 Fresh Oh - 17 Image: Problem of the Army-08 Rusty Problem of the Army-08 Fresh Oh - 17 Image: Problem of the Army-08 Rusty Problem of the Army-08 Fresh Oh - 17 Image: Problem of the Army-08 Rusty Problem of the Army-08 Fresh Oh - 17 Image: Problem of the Army-08 Rusty Problem of the Army-08 Fresh Oh - 17 Image: Problem of the Army-08 Rusty Problem of the Army-08 Fresh Oh - 17 Image: Problem of the Army-08 Rusty Problem of the Army-08 Fresh Oh - 17 Image: Problem of the Army-08 Rusty Problem of the Army-08 Fresh Oh - 17 Image: Problem of the Army-08 Rusty Problem of the Army-08 Fresh Oh - 17 Image: Problem of the Army-08 Rusty Problem of the Army-08 Fresh Oh - 18 <

Digital: Not all screens are calibrated the same, and therefore, colors will appear differently between screens.

Physical: When texture is involved, there will be variations in color, character and tone within a product families.

Gun Metal: No Gun Metal finish is alike. It combines a mixture of transparent and black color particles and black color pa

Availble for International specifications by adding 'INT' at the end of the existing Model #. For assistance on 'custom' specifications, contact zteam@zaneen.com. In a constant effort to supply the best product, we reserve the right to change specifications or materials without notice. The most recent specification sheets are found at zaneen.com