

MATEO



MADE IN  
BRITAIN



- Timber Frame

Sturdy and reliable, this hardwood frame is made with sustainably sourced timber. Put together by skilled craftsmen, by hand in the UK, this sofa is made to last.
- Seat Cushions

Foam, that bounces back for an ultra low maintenance sit, and a comfortable cocoon of support.
- Feet

Available in shades **Walnut & Weathered Oak** (wood).
- Scatter Cushions

Soft and inviting, our duck feather scatter cushions are 100% responsibly sourced. They're included, too - simply choose one fabric from this book, or choose two fabrics for chaise & corner sofas.

RHF Large Chaise  
(Standard Back)



H	W	D
86	310	100/160

LHF ALSO AVAILABLE

RHF Large Chaise  
(Pillow Back)



H	W	D
96	310	100/160

LHF ALSO AVAILABLE

RHF Small Chaise  
(Standard Back)



H	W	D
86	266	100/160

LHF ALSO AVAILABLE

RHF Small Chaise  
(Pillow Back)



H	W	D
96	266	100/160

LHF ALSO AVAILABLE

Extra Large Sofa  
(Standard Back)



H	W	D
86	230	100

Extra Large Sofa  
(Pillow Back)



H	W	D
96	230	100

Large Sofa  
(Standard Back)



H	W	D
86	195	100

Large Sofa  
(Pillow Back)



H	W	D
96	195	100

Small Sofa  
(Standard Back)



H	W	D
86	160	100

Small Sofa  
(Pillow Back)



H	W	D
96	160	100

Cuddler



H	W	D
86	138	100

Armchair



H	W	D
86	103	100

LHF 1 Arm Large  
(Standard Back)



H	W	D
86	199	100

RHF ALSO AVAILABLE

LHF 1 Arm Large  
(Pillow Back)



H	W	D
96	199	100

RHF ALSO AVAILABLE

LHF 1 Arm Small  
(Standard Back)



H	W	D
86	155	100

RHF ALSO AVAILABLE

LHF 1 Arm Small  
(Pillow Back)



H	W	D
96	155	100

RHF ALSO AVAILABLE

LHF 1 Arm 1 Seater  
(Standard Back)



H	W	D
86	112	100

RHF ALSO AVAILABLE

LHF 1 Arm 1 Seater  
(Pillow Back)



H	W	D
96	112	100

RHF ALSO AVAILABLE

RHF 1 Arm Chaise  
(Standard Back)



H	W	D
86	111	160

LHF ALSO AVAILABLE

RHF 1 Arm Chaise  
(Pillow Back)



H	W	D
96	111	160

LHF ALSO AVAILABLE

Corner Box  
(Standard Back)



H	W	D
86	96	96

Corner Box  
(Pillow Back)



H	W	D
96	97	97

Footstool



H	W	D
42	94	75

**Fabric location guidance:** When selecting your fabric locations, fabric location 1 is always the body fabric. Then, work from the outside scatters in for fabric locations 2, 3 etc.

Dimensions shown in cm. H = height, W = width, D = depth