



Shown with #8250L Exit Alarm Mat and KeepSafe Alarm (Sold Separately)

ECONOMY FLOOR CUSHIONS

The economical way to reduce the possibility of impact related injuries, while minimizing the use of side rails. The Posey Economy Floor Cushion is a bedside injury prevention floor mat designed to absorb up to 65% of the impact from a fall.

- Cushion measures 24"W x 72"L x 1½" H (61 cm x 183 cm x 4 cm).
- Folds in half for easy storage.
- Convenient handle for easy carrying.
- Vinyl cover easily wipes clean with liquid disinfectant.
- Vinyl Meets California Title 19 flame retardancy standards.
- Foam meets CA 116 and 117 flame retardancy standards.
- May be used in conjunction with Posey Exit Alarm Mat Floor Sensor (sold separately).

REF 6024 Economy Floor Cushion

USE INSTRUCTIONS

1. Undo the hook-and-loop carrying handle and unfold the Floor Cushion.
2. Make sure the "This Side Down" label is facing the floor.
3. Position the cushion lengthwise, directly next to the resident's bed.
4. To store, wipe the cushion clean with a damp cloth if necessary. Fold the cushion and fasten the hook-and-loop handle.

EASY TO CLEAN AND STORE:

Vinyl cover easily wipes clean with liquid disinfectant and a soft cloth.



When not in use, fold the Cushion in half for easy, compact storage. When folded, Cushion is only 3" (8 cm) thick. Use the hook-and-loop closure as a carrying handle.

⚠️WARNING Inform resident and staff to take care when stepping on or off of the Cushion to avoid tripping.

⚠️CAUTION When used with a Low Bed, be sure to leave enough room between the bed and the Cushion. If the Cushion is too close when the handrail is rotated, it could tear the Cushion cover.

DISPOSAL

⚠️WARNING Properly dispose of the product per facility's policy for BIOHAZARDOUS materials.

STORAGE AND HANDLING

This device is designed for use in normal indoor environments. This device may be stored in ambient warehouse temperatures at normal humidity levels. Avoid excess moisture or high humidity that may damage product materials.