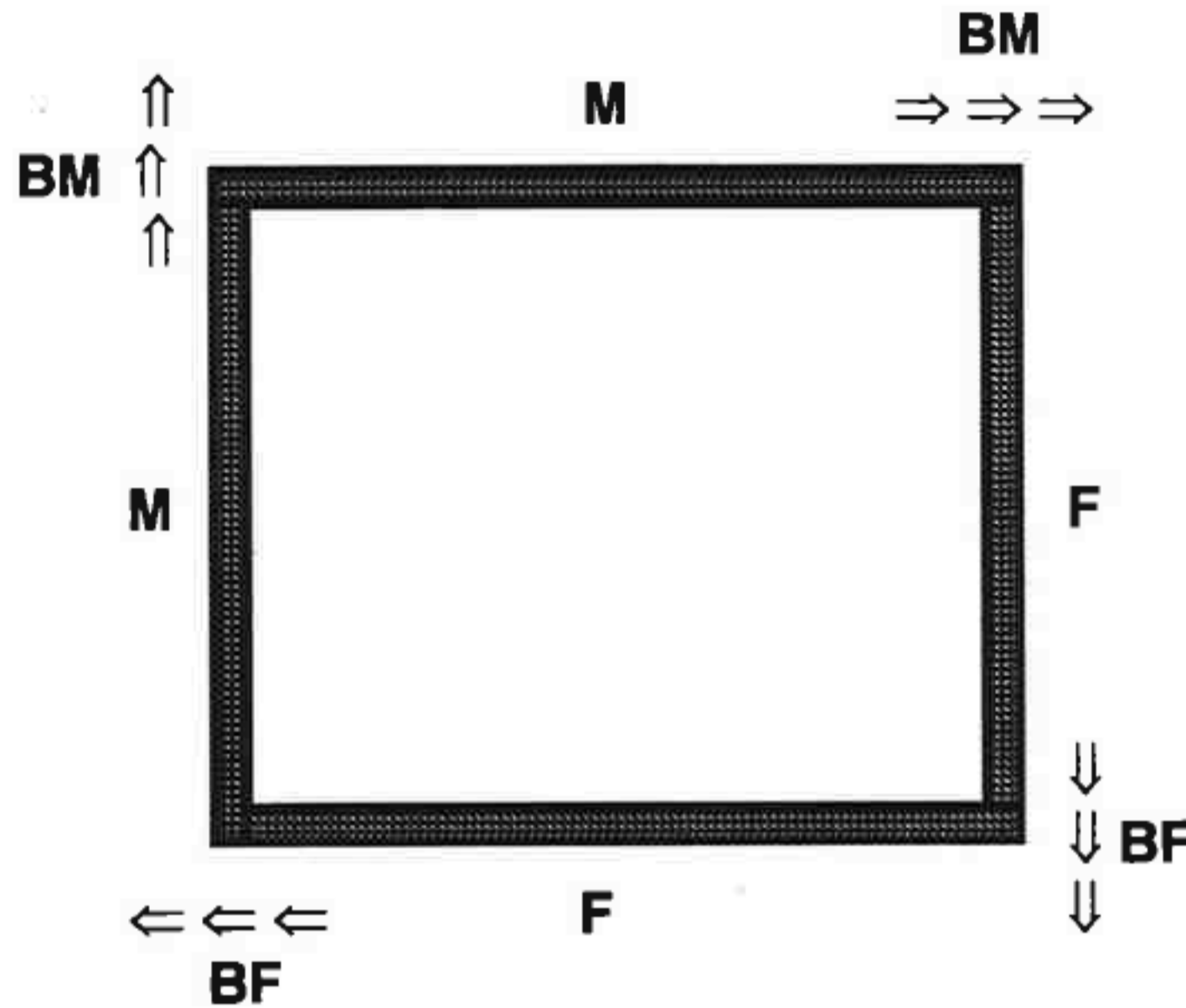




## CALCULATING 4 SIDED MAT 2 3/4" RAMPS ONLY



- To determine the square footage: Length X Width = Sq. Footage = # of Tiles  
 To determine the total linear footage: Add all sides together

As indicated: **F** = Female Edge, **M** = Male Edge, **BF** = Corner Female,  
**BM** = Corner Male

- Determine the linear footage
- Figuring is simple:
  - Take linear footage and subtract 4 for corners, divide the 4 by 2 (you need 2 male corners and 2 female corners)
  - Divide the balance in half (equal amounts of male and female edges)

**Example:** If mat is 12' on all side you have 48 linear feet. (Step 1). Subtract 4 from the 48 linear feet, divide the 4 by 2, you need 2 male corners and 2 female corners (Step 3). You have 44 linear feet remaining. Dividing the 44 by 2, means you need 22 male edges and 22 female edges.

<b>Totals:</b>	144	Tiles		
	22	AF (Female Edge)	2	BF (Female Corner)
	22	AM (Male Edge)	2	BM (Male Corner)

## CALCULATING 3 SIDED WORKSTATIONS 2 3/4" RAMPS ONLY



1. To determine the square footage: Length x Width = Sq. Footage = # of Tiles  
To determine the linear footage: Add all sides together

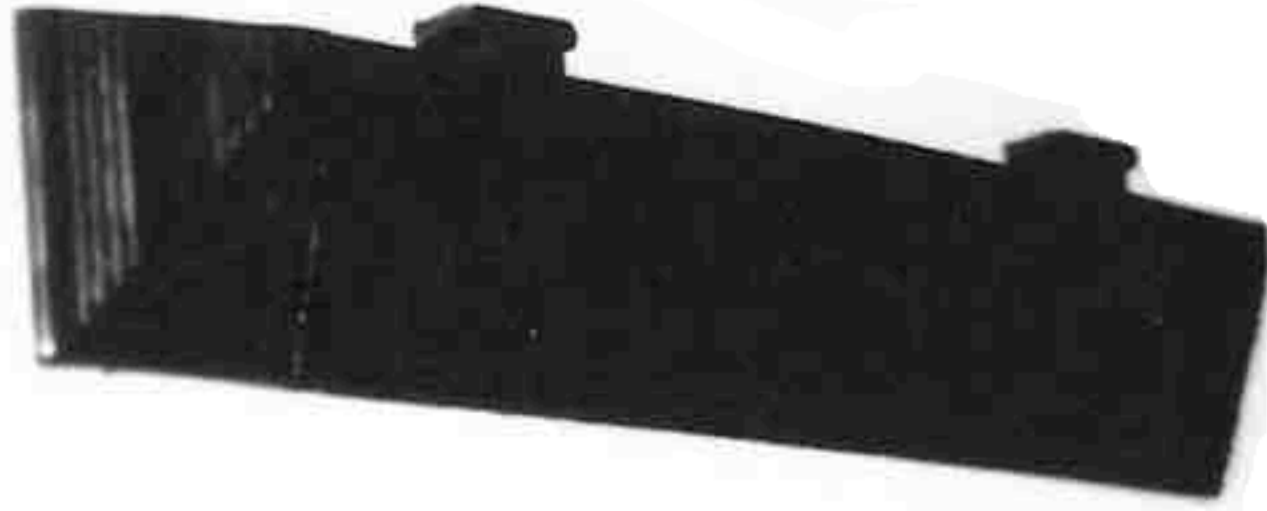
As indicated: **F** = Female Edge   **M** = Male Edge   **BF** = Corner Female

2. Determine the total linear footage
3. Figuring is simple:
  - a. **Side 1** - will need female edges , a total of **1 less** than side measurement **plus** 1 female corner
  - b. **Side 2** - will need female edges, a total of **1 less** than side measurement **plus** 1 female corner
  - c. **Side 3** - will need male edges, a total of **exact** side measurement

**Example:** If square is 12X12, you need 7 female edges on side 1, plus a female corner, you need 7 female edges on side 2, plus a female corner and you need 8 male edges on side 3.

Totals:	64	Tiles
	14	AF (Female Edges)
	8	AM (Male Edges)
	2	BF (Female Corners)

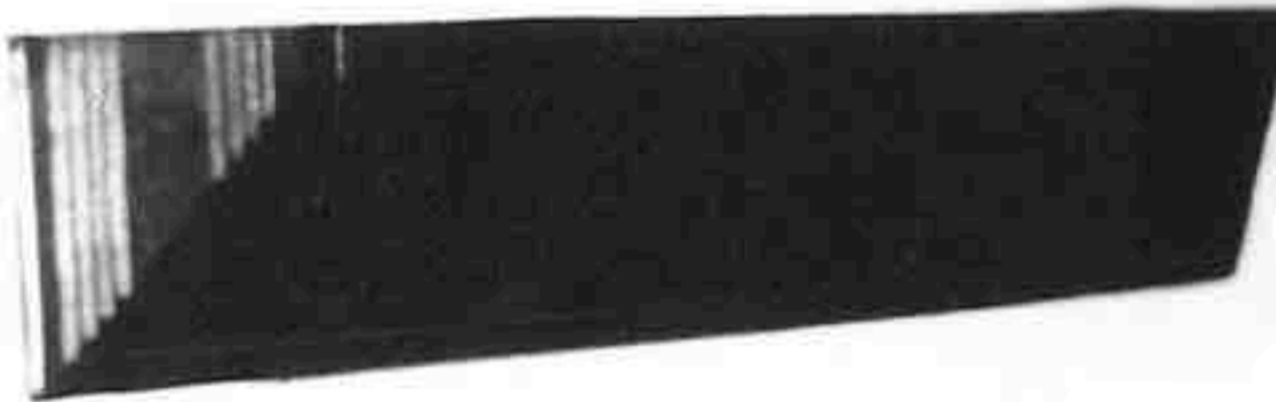
# Turtle Tile Edge Pieces (2"):



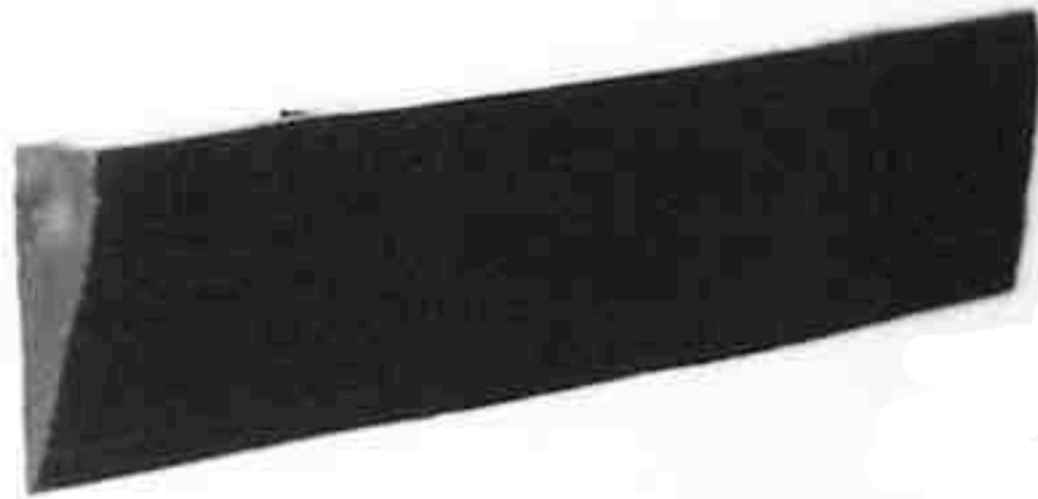
**Male Corner Edge**



**Male Beveled Edge**



**Female Corner Edge**



**Female Beveled Edge**