

DOMO® DURAFORCE FAMILY

EXCEPTIONAL WEAR RESISTANCE

Whether you choose the X², XQ or XSL turf, you always opt for durability. The DuraForce family boasts the best possible wear resistance. Despite being composed of exceptionally strong fibres, the pitch is soft to the touch. A unique advantage.

UNIQUE COMBINATION

When installing synthetic turf, you want to make sure you're investing in durability. For artificial grass to be resilient against wear, you need thick, strong yarns. But during a game, players often come in contact with the grass. In order to prevent injuries, the grass can't be too harsh either.

The R&D division at Domo® identified yarns with the perfect combination of well-wearing and soft to the touch.

The result: the DuraForce family. Designed with a fibre based on a new PE polymer composition, we were able to develop artificial grass that is perfectly balanced in terms of thickness, softness and elasticity.

XSL



SAFE SLIDING

When going for the ball, the last thing you want as a player is to end up with a burn. That's why we came up with the DuraForce XSL: a soft, lightweight artificial turf that has no trouble withstanding the demanding LISPORT XL test. That's what you get when choosing a product from the DuraForce XSL series: proven robustness that's still soft to the touch.



Domo® Duraforce is also perfectly suitable for rugby applications.

SOFTNESS

XSL

XQ

X²

NORM

XQ**X²**

SPECIAL POLYMER

The XQ series yarn has a serrated profile.

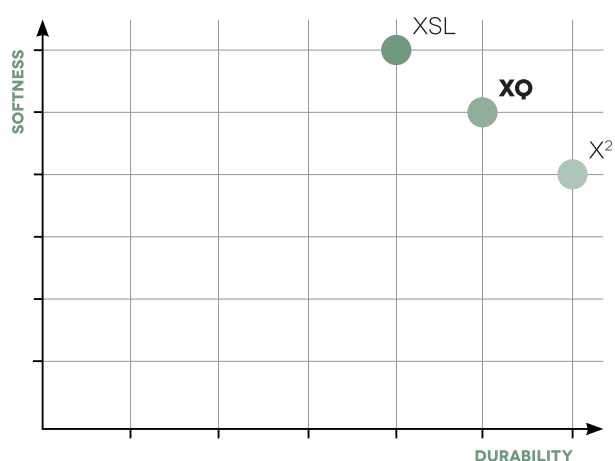
This specialised technology provides three undeniable benefits:

- A** extremely resilient;
- B** retains some water after rain or dew, enhancing the real grass feel;
- C** cooler pitch due to a yarn shadowing effect.

EXCEPTIONAL PLAYING HOURS

When durability is what you're looking for and you're prepared to make some concessions in terms of softness, our X² artificial turf is the best choice. This synthetic grass system is unbeatable when it comes to number of playing hours supported.

BEST OF BOTH WORLDS



DURABILITY

