

# OAK

Montenapoleone  
SC5001/L  
Collection: Milano Collection  
Designer: Luca Scacchetti

EN

Lacquered bar cabinet with metal base and handles, details covered with leather, interior with back covered with leather in relation. Drawer for bottles storage, object holder drawer, glass shelves, glasses rack, internal led light with sensor for lighting at doors opening.

Structure in plywood, interior veneered in maple wood, metal parts in iron with bronzed or black chrome galvanic finishing.

IT

Mobile bar laccato con base e maniglie in metallo, inserti in pelle, interno con schienale rivestito in pelle in relazione. Cassetto porta bottiglie e cassetto porta oggetti, ripiani in vetro, rastrelliera porta bicchieri, luce interna a led con sensore per accensione ad apertura ante.

Struttura in multistrati, interni impiallacciati in acero, parti metalliche in ferro con finitura galvanica bronzata o cromo nero.



cm 110×45×175H

**Available wood finishings:**

MI-F05 polished black lacquered  
MI-F06 satinized black lacquered  
MI-F07 polished ivory lacquered  
MI-F08 satinized ivory lacquered  
MI-F14 polished lead grey lacquered  
MI-F15 satinized lead grey lacquered  
MI-F17 polished red lacquered  
MI-F18 satinized red lacquered  
MI-F21 polished white (ral 9010) lacquered  
MI-F22 satinized white (ral 9010) lacquered

**Available metal finishings:**

MI-FBR bronzed  
MI-FCN black chrome

**Available upholsteries:**

all leathers

**Finiture legno disponibili:**

MI-F05 laccato nero lucido  
MI-F06 laccato nero satinato  
MI-F07 laccato avorio lucido  
MI-F08 laccato avorio satinato  
MI-F14 laccato grigio piombo lucido  
MI-F15 laccato grigio piombo satinato  
MI-F17 laccato rosso lucido  
MI-F18 laccato rosso satinato  
MI-F21 laccato bianco (ral 9010) lucido  
MI-F22 laccato bianco (ral 9010) satinato

**Finiture metallo disponibili:**

MI-FBR bronzato  
MI-FCN cromo nero

**Rivestimenti disponibili:**

tutte le pelli



Disponibile anche in ebano green  
Also available in green ebony  
cod: SC5001