

MATERIALS AND CRICUT CUTTING MATS

Light Grip Mat

The Light Grip Mat is a reusable adhesive cutting mat perfect for a wide range of lightweight materials. For use with Cricut Maker and Cricut Explore family machines.

- Construction paper
- Interfacing
- Soluble Interfacing
- Lightweight fabric stabilizer
- Printer paper
- Thin cardstock
- Vellum
- Vinyl

Standard Grip Machine Mat

The Standard Grip Mat is a reusable adhesive cutting mat perfect for a wide range of medium-weight materials. For use with Cricut Maker and Cricut Explore family machines.

- Cardstock
- Cereal box cardboard
- Chipboard 0.022" or 22pt
- Embossed cardstock
- Freezer paper, two layers, paper side down
- Iron-on vinyl
- Mylar, 7 mil (0.007," 0.177mm)
- Pattern paper
- Vinyl

Strong Grip Mat

The Strong Grip Mat is a reusable adhesive cutting mat perfect for heavyweight materials. For use with Cricut Maker and Cricut Explore family machines.

- Acrylic sheets
- Chipboard, heavy duty (must be taped down with painters/masking tape)
- Fabric with heavy duty stiffener
- Glitter cardstock
- Leather
- Magnet material
- Poster board
- Thick cardstock

Fabric Grip Mat

The Fabric Grip Mat is a reusable adhesive cutting mat that combines increased strength and density plus a light adhesive perfect for wide variety of fabrics. For use with Cricut Maker or Cricut Explore family machines and Rotary Blade or Bonded-Fabric Blade.

- Any fabric. Fabric Grip mats are specially designed to secure fabrics for cutting, with easy release.
- Fused fabric
- Any cut that requires high pressure with the rotary blade

Tips for using Cricut machine mats

- Keep the clear film cover on the mat when storing to keep mat free from dust and debris

Cleaning Cricut mats:

- Scraps and Lint interfere with adhesion, a clean mat produces better cuts than a dirty mat.
- For fabric lint I use Dawn dishwasher detergent, a toothbrush and warm water. Scrub *lightly* and rinse. For pieces that won't come off, I use the weeder or spatula
- Cricut recommends using a scraper, which I have never had to use. To ensure the best performance, only use the material types recommended for each mat