



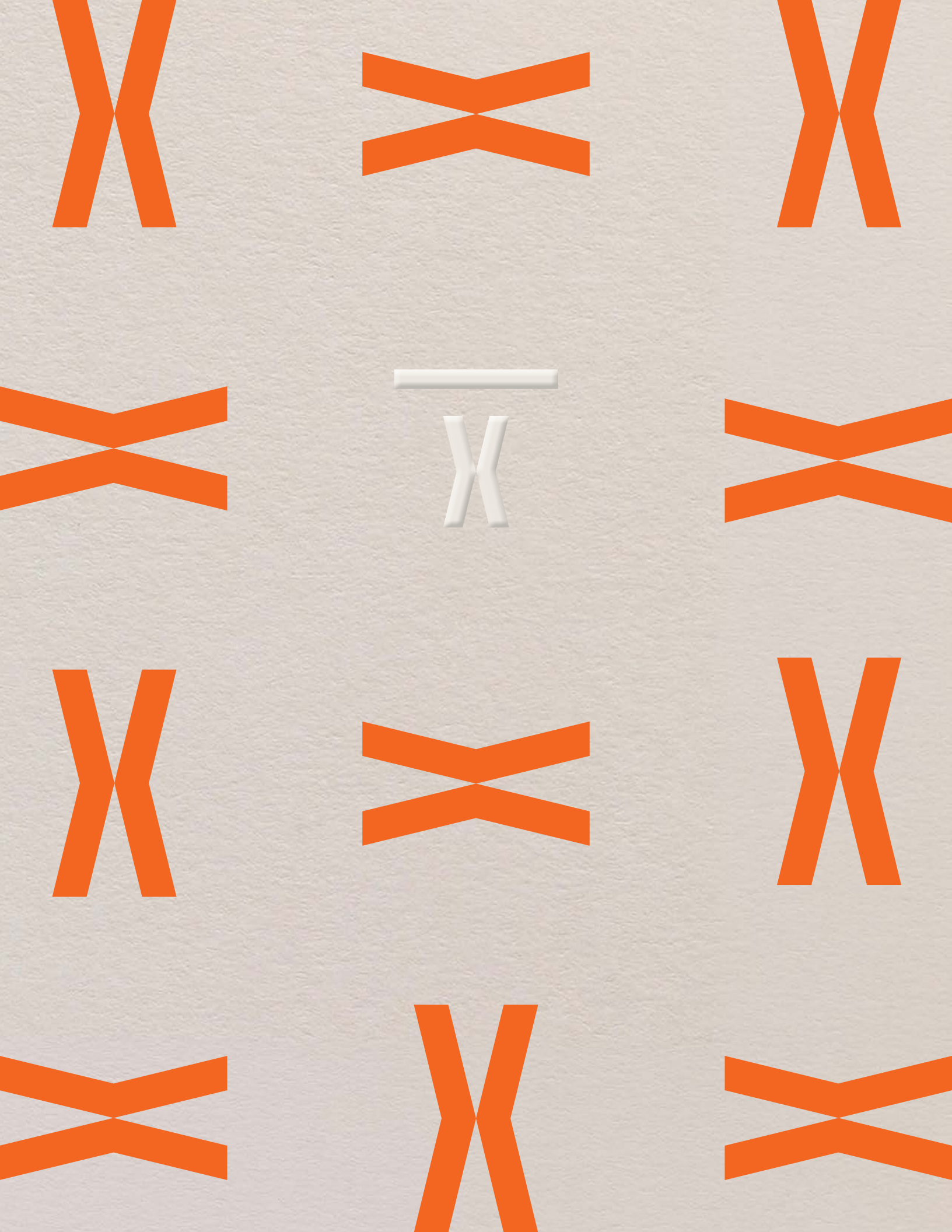


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KEEP  
GATHERING.

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KEEP GATHERING.

MEET APP

True inspiration doesn't  
wait for a desk.



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## App

### INSIDE THE DESIGN.

The best ideas rarely wait for the perfect setting. They appear between meetings, in shared spaces, over coffee, or wherever people choose to open a laptop and get started. App embraces that freedom, making work feel less tied to a place and more connected to the moment.

MEET ARTISAN

Every great idea  
needs a starting point.



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## Artisan

### INSIDE THE DESIGN.

Creation is rarely perfect the first time. It begins with curiosity, grows through experimentation, and comes to life through making. Artisan was designed for those moments, giving ideas a place to evolve before they become something extraordinary.

MEET ELEMENT

Great design doesn't  
stop at the door.



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## Element

### INSIDE THE DESIGN.

The boundaries between indoors and outdoors continue to disappear. The best spaces invite people to move effortlessly between them, without changing the experience. Element was created to belong wherever people gather, proving that thoughtful design should feel just as natural under the open sky as it does beneath a ceiling.



MEET ELITE

Details define  
the difference.



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## Elite

### INSIDE THE DESIGN.

The difference between good and exceptional is rarely obvious from across the room. It's found in the details that are thoughtfully considered, carefully crafted, and never left to chance. Elite was created for designers who believe precision isn't a feature—it's a philosophy.

MEET EXCLAIM

Bold doesn't have  
to be loud.



15

## Exclaim

### INSIDE THE DESIGN.

The strongest statements are often made through confidence rather than volume. Exclaim brings bold geometry and architectural presence into a space with intention, creating energy without overwhelming the room around it.

MEET FOUNDATION

Classics are a  
designer's best friend.



17

## Foundation

### INSIDE THE DESIGN.

Not everything has to reinvent itself to remain relevant. Some designs become timeless because they continue to do exactly what they're meant to do, year after year. Foundation was built on that belief, proving that trust isn't created through trends—it's earned through consistency.



MEET JUSTICE

Consistency is always  
the best option.



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## Justice

### INSIDE THE DESIGN.

Some things earn respect by simply doing their job exceptionally well. Justice doesn't chase attention or follow trends—it stands confidently on timeless design, honest construction, and unwavering purpose.

MEET PRIMARY

The best designs  
leave room for yours.



23

## Primary

### INSIDE THE DESIGN.

Some furniture becomes the centerpiece. Others quietly create the opportunity for everything else to shine. Primary embraces simplicity as an invitation rather than a limitation, giving designers the freedom to create spaces that feel distinctly their own.

MEET PUDDLE

Design should  
feel natural.



25

## Puddle

### INSIDE THE DESIGN.

The best spaces don't feel designed—they feel effortless. Every element has a purpose, every proportion feels right, and nothing competes for attention.

Puddle was created with that philosophy in mind, bringing balance and versatility to spaces through timeless design that always feels at home.



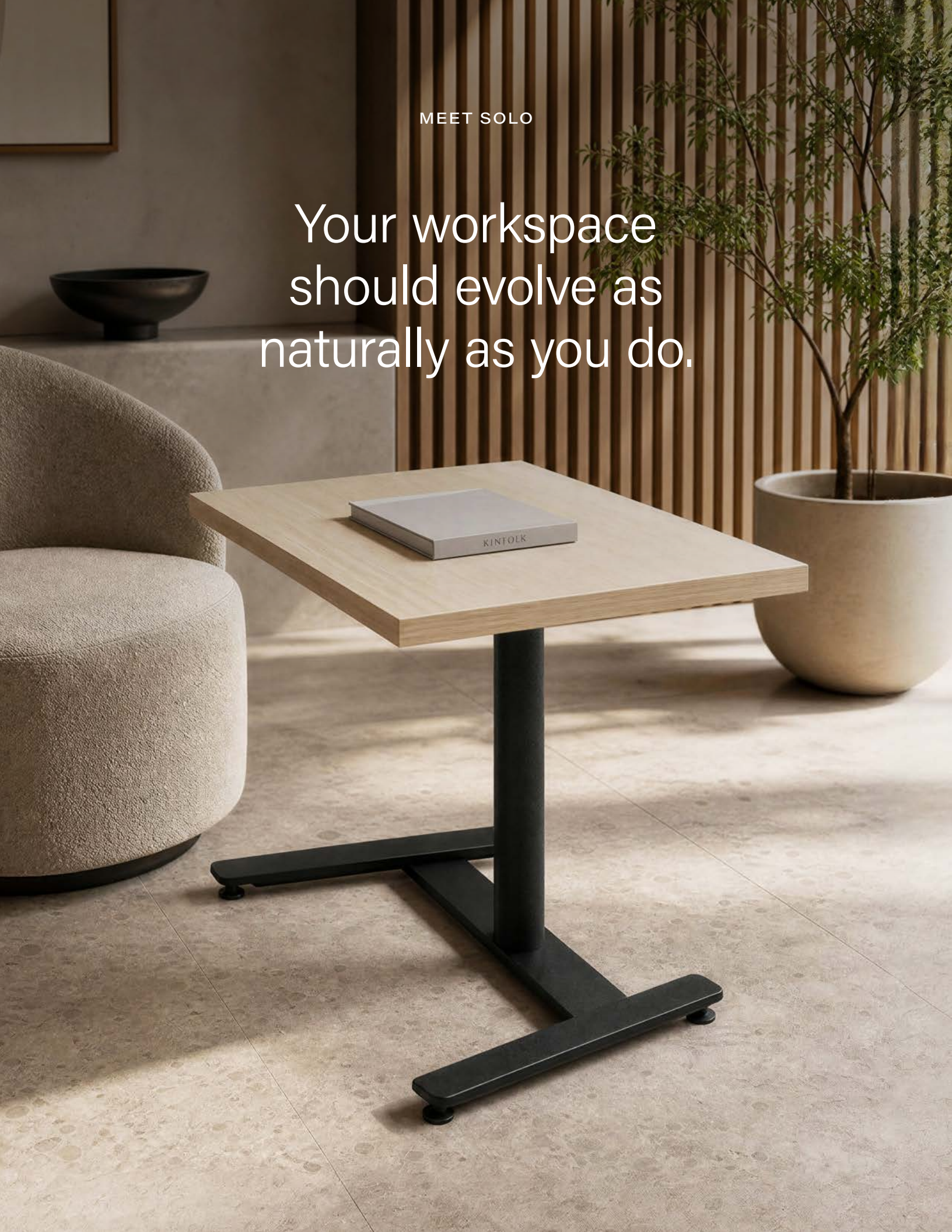
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KEEP GATHERING.

MEET SOLO

Your workspace  
should evolve as  
naturally as you do.



29

## Solo

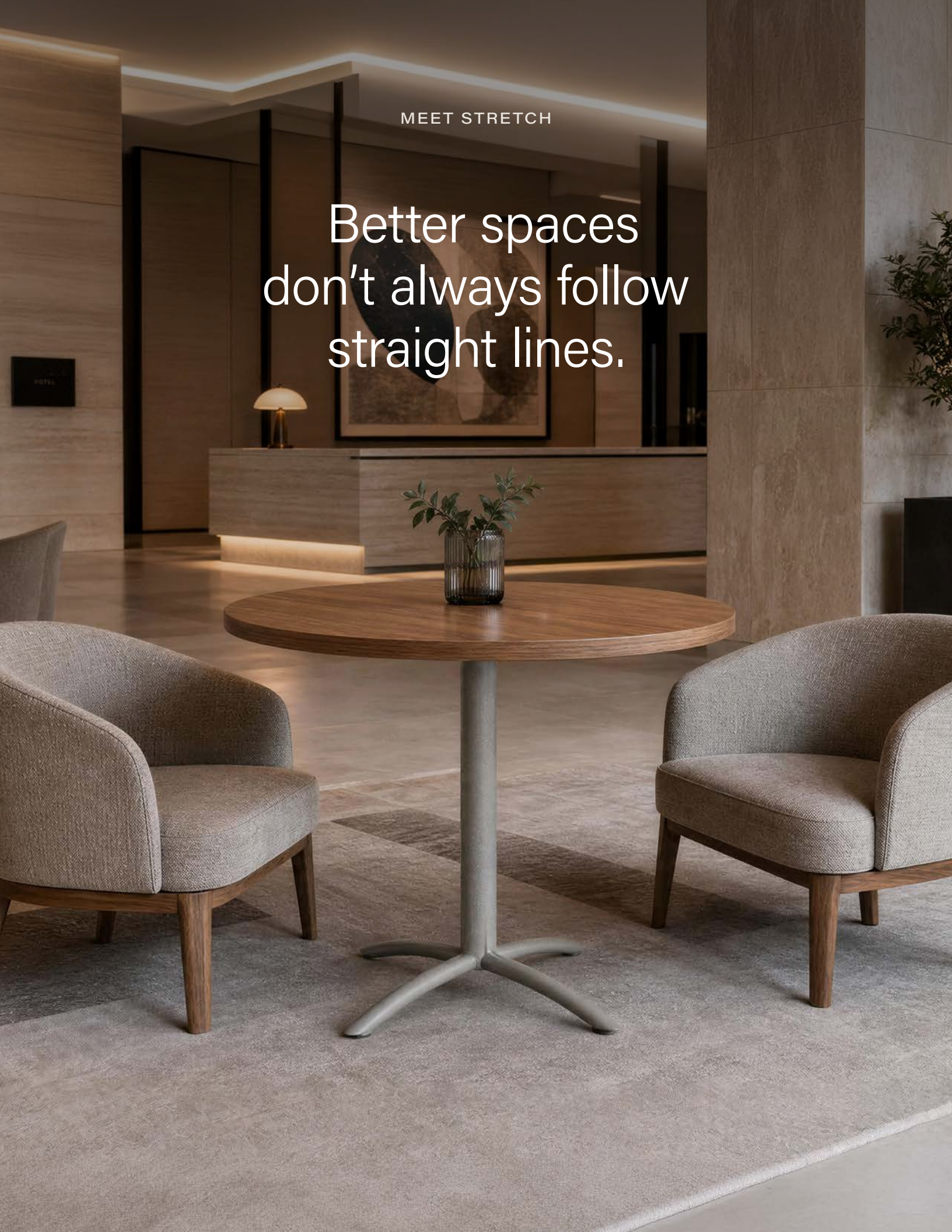
### INSIDE THE DESIGN.

No two days unfold exactly the same way. Work changes, priorities shift, and inspiration has a habit of appearing when it's least expected.

Solo was designed to transform alongside the people who use it, adapting with ease so the workspace never becomes the limitation.

MEET STRETCH

Better spaces  
don't always follow  
straight lines.



31

## Stretch

### INSIDE THE DESIGN.

Movement changes everything. Sometimes it's the people. Sometimes it's the conversation. Sometimes it's a subtle curve that softens the room and changes how everyone experiences the space. Stretch reminds us that thoughtful design doesn't have to be dramatic to make a lasting impression.

MEET SURGE

Every great idea  
deserves a place  
to grow.



33

## Surge

### INSIDE THE DESIGN.

Great spaces invite people in. They encourage conversation, collaboration, and the kind of thinking that only happens when ideas move freely around the table. Surge was designed to create that feeling, making every gathering a little more natural and every collaboration a little more connected.

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KEEP GATHERING.

MEET TRIG

The best table is  
the one that's ready  
for tomorrow.



37

## Trig

### INSIDE THE DESIGN.

The future rarely arrives all at once. It happens one adjustment, one new idea, and one changing space at a time. Trig was built for that reality, adapting effortlessly to whatever comes next without ever asking you to start over.

MEET ULTRA

Confidence doesn't need  
to announce itself.



39

## Ultra

### INSIDE THE DESIGN.

Every room has its own rhythm. The best ones don't compete for attention—they earn it through balance, restraint, and purpose. Ultra was designed for spaces that value quiet confidence over unnecessary noise, creating an environment where people and ideas naturally become the focus.

MEET VERTIGO

Better work begins  
with better movement.



41

## Vertigo

### INSIDE THE DESIGN.

The way we work was never meant to stay still. The best spaces encourage people to move, adapt, and rethink how they use them throughout the day. Vertigo embraces that evolution, proving that comfort and productivity are never fixed—they're always in motion.

TABLE X

Series Matrix



| PG | BASE SERIES | MARKETS                                                            | APPLICATIONS                                                       | Pull-Up                | Height Adjustable      | Nesting + Folding      | Casters                | SCAN                   |
|----|-------------|--------------------------------------------------------------------|--------------------------------------------------------------------|------------------------|------------------------|------------------------|------------------------|------------------------|
| 05 | App         | <div><div></div><div></div><div></div><div></div></div>            | <div><div></div><div></div></div>                                  | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> |
| 07 | Artisan     | <div><div></div><div></div><div></div></div>                       | <div><div></div><div></div></div>                                  | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> |
| 09 | Element     | <div><div></div><div></div><div></div><div></div><div></div></div> | <div><div></div><div></div><div></div><div></div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> |
| 11 | Elite       | <div><div></div><div></div><div></div><div></div></div>            | <div><div></div><div></div><div></div><div></div></div>            | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> |
| 13 | Exclaim     | <div><div></div><div></div></div>                                  | <div><div></div><div></div><div></div><div></div></div>            | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> |
| 15 | Foundation  | <div><div></div><div></div><div></div><div></div></div>            | <div><div></div><div></div><div></div><div></div></div>            | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> |
| 17 | Justice     | <div><div></div><div></div><div></div><div></div></div>            | <div><div></div><div></div><div></div></div>                       | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> |
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| 21 | Puddle      | <div><div></div><div></div><div></div><div></div></div>            | <div><div></div><div></div></div>                                  | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> |
| 23 | Solo        | <div><div></div><div></div><div></div><div></div></div>            | <div><div></div></div>                                             | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> |
| 25 | Stretch     | <div><div></div><div></div><div></div><div></div></div>            | <div><div></div><div></div><div></div><div></div></div>            | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> |
| 27 | Surge       | <div><div></div><div></div><div></div><div></div></div>            | <div><div></div><div></div><div></div><div></div></div>            | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> |
| 29 | Trig        | <div><div></div><div></div></div>                                  | <div><div></div><div></div></div>                                  | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> |
| 31 | Ultra       | <div><div></div><div></div><div></div><div></div></div>            | <div><div></div><div></div><div></div><div></div></div>            | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> |
| 33 | Vertigo     | <div><div></div><div></div><div></div></div>                       | <div><div></div></div>                                             | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> | <div><div></div></div> |

MARKETS 

Workplace / 

Education / 

Hospitality / 

Healthcare / 

Outdoors

APPLICATIONS 

Collaborative + Meeting / 

Training + Learning / 

Café + Dining / 

Conference / 

Occasional

# TABLE X

Located in Southern Indiana, the heart of American furniture manufacturing, TableX has been designing and building commercial tables since 1998. From the beginning, our mission has been simple: make specifying tables easier without limiting creativity. We partner with dealers and the A&D community to create thoughtful, adaptable solutions that fit the way people work, learn, gather, and connect. Every table we build is designed with one goal in mind—to help create spaces where the moments that matter happen.



# TABLE X

KEEP GATHERING.

[tablex.com](http://tablex.com) / 877.481.1177

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