



FIELD TILES		
SIZE	SIZE SPECIFICATIONS	THICKNESS*
FLAT TILE		
3"x6"	2.953"x5.906" (75mm x 150mm)	0.256" (6.5mm)
2"x8"	1.969"x7.874" (50mm x 200mm)	0.275" (7mm)
4"x8"	3.937"x7.874" (100mm x 200mm)	0.295" (7.5mm)
BEVELED TILE		
3"x6" Beveled	2.953"x5.906" (75mm x 150mm)	0.303" (7.7mm)
DECORATIVE ACCESORIES & FINISHING TOUCHES		
Bar Liner 1"x6"	0.984"x5.905" (25mm x 150mm)	0.709" (18mm)
Stripe Liner 0.7"x6"	0.709"x5.905" (18mm x 150mm)	0.472" (12mm)
Quarter Round 1"x6"	1.024"x5.905" (26mm x 150mm)	0.354" (9mm)
Chair Molding 1.4"x6"	1.457"x5.905" (37mm x 150mm)	0.787" (20mm)
Chair Molding 2"x8"	1.968"x7.874" (50mm x 200mm)	0.827" (21mm)
Rail Molding 2"x6"	2.007"x5.945" (51mm x 151mm)	0.669" (17mm)
Crown Molding 3"x6"	2.992"x5.905" (76mm x 150mm)	0.748" (19mm)
Base Board (Glazed Top Edge) 6"x6"	5.905"x5.905" (150mm x 150mm)	0.591" (15mm)
APPLICATIONS		
	SUITABLE RESIDENTIAL	SUITABLE COMMERCIAL
Bathroom Walls**	YES	YES
Shower Walls**	YES	YES
Kitchen Walls**	YES	YES
Countertops	NO	NO
Fireplace Surrounds**	YES	YES
Outdoor Cooking / Bar Spaces**	YES	YES
Pool Waterlines / Water Fountains	NO	NO
Floors	NO	NO
PERFORMANCE CHARACTERISTICS		
	TEST METHOD ATSM / ISO	RESULT
Water Absorption	C-373 / 10545-3	Pass
Breaking Strength	C-648 / 10545-4	Pass
Chemical Resistance***	C-651 / 10545-14	Resistant
Facial Dimensions	C-499 / 10545-2	Pass
Range of Thickness	C-499 / 10545-2	Pass
Warpage	C-485 / 10545-2	Pass

INSTALLATION	
GROUT JOINT RECOMMENDATION	SHADE VARIATION
1/8"	V1 - Uniform Appearance

CLEANING RECOMMENDATIONS
Routine with a non-abrasive/non-acidic, mild and PH neutral cleaner
SEALING GUIDELINES
Solvent based penetrating sealer suitable for ceramic tiles

CHARACTERISTICS	
Glaze	Crackle
Surface Sheen	Glossy
Texture	Smooth

*Thickness is understood as the highest point of the tile.

**Crackle tiles must be properly sealed. (See SEALING instructions in INSTALLATION & MAINTENANCE guidelines).

*** In order to accomplish this test, the tile must be properly sealed.

Due to the nature of our tile, a certain amount of variation in color, shading, surface and texture are to be expected.