

















Technical Specifications

	SPECS	TEST METHOD	INDUSTRY STANDARD	MILE [®] stone VALUES	
	WATER ABSORPTION	ASTM C373	≤0.5%	≤0.4%	
		ASTM C373	0.5%	Meeting the water absorption criteria of the American national standard PTCA	
	SURFACE WEAR RESISTANCE	ANSI A137.1	Surface Wear-resistance properties of glazed vitreous and porcelain tiles.	ALL RESIDENTIAL / COMMERCIAL	
	CHEMICAL RESISTANCE	ASTM C650	A tile sample is placed in continuous contact with a variety of chemicals for 24 hours. No sample must show visible defects.	NOT AFFECTED	
	D.C.O.F. AcuTest [®]	ANSI A326.3	≥0.42 WET	≥0.42 WET	>0.55 WET 2CM
	STAIN RESISTANCE	ASTM C1378	Surfaces are exposed to staining agents for 24 hours followed by four cleaning procedures. Results are recorded post cleaning.	NOT AFFECTED	
	BREAKING STRENGTH GAUGED PORCELAIN	ASTM C1505	≥175 lbf	≥200 lbf	
	BREAKING STRENGTH	ASTM C648	≥275 lbf	≥300 lbf	
	BREAKING STRENGTH OUTDOOR 2CM	ASTM 1505	2000 lbf (10.9 kN)	≥2500 lbf	
	RESISTANCE TO FREEZE	ASTM C1026	A tile sample is subjected to repeated processes of freezing and thawing. Sample must show no visible defects.	RESISTANT	
	WARPAGE EDGE	ASTM C485	±0.40% or ±0.05 in (±1.8 mm)	± 0.40%	Rectified
	WARPAGE DIAGONAL	ASTM C485	±0.40% or ±0.07 in (±1.8 mm)	± 0.40%	Rectified
	WEDGING	ASTM C502	±0.25% or ±0.03 in (±0.8 mm)	± 0.25%	Rectified
	WARPAGE EDGE	ASTM C485	±0.50% or ±0.07 in (±1.8 mm)	± 0.50%	Calibrated
	WARPAGE DIAGONAL	ASTM C485	±0.50% or ±0.07 in (±1.8 mm)	± 0.50%	Calibrated
	WEDGING	ASTM C502	±0.50% or ±0.08 in (±2.0 mm)	± 0.50%	Calibrated
	THICKNESS	ASTM C499	Range: ± 0.04 in	≤0.04 in	

• Due to the inherent nature of fired porcelain tile, it is important to note that the coefficient of friction may vary within and between product runs.

V3

MODERATE VARIATION

