Precept - Technical information

Tile collection performance based on industry standards.

Technical Information			GLOSSY MATTE		
\Diamond	WATER ABSORPTION	ANSI / ISO - (%)	10% ≤E ≤16% - P4	< 0.5%	
	ABRASION RESISTANCE	ANSI / ISO	CLASS 0	CLASS 4	
200	SCRATCH HARDNESS	ANSI / ISO - (Mohs)	4	7	
8/8	BREAKING STRENGTH	ANSI - (lbf) ISO - (N)	≥230 >1000	≥330 >1450	
	SHADE VARIATION		V2		
	SLIP RESISTANCE	ANSI - DCOF (WET) ISO - R VALUE	GLOSSY N/A GLOSSY N/A	MATTE ≥0.60 (ID, IW, IW+, EW*, O/G*) MATTE R9	
\square	CHEMICAL RESISTANCE	ANSI / ISO	CLASS B	CLASS A	
Z	STAIN RESISTANCE	ANSI / ISO	CLASS B / CLASS 4	CLASS A / CLASS 5	
*	FROST RESISTANCE	ANSI / ISO	NOT RESISTANT	PASS	

Test values are based on ANSI / ISO standards according to: ANSI A137.1 - Porcelain tile P1 Class, ISO 13006 - G - Bia Group - En 14411 - G - Bia Group. Variances in test values can occur in different production lots.

Test values are based on ANSI / ISO standards according to: ANSI A137.1 Non-Vitreous P4 Class, ISO 13006 - L - Group BIII - EN 14411- L - Group BIII. Variances in test values can occur in different production lots.

Usage recommendations

Anatolia's recommendations for suitable applications.

Usage Recommendations*		GLOSSY GLAZED CERAMIC		MATTE GLAZED PORCELAIN	
APPLICATION		WALL	FLOOR	WALL	FL00R
INTERIOR	RESIDENTIAL	•		•	ID, IW, IW+, EW*, O/G*
	COMMERCIAL	•		•	ID, IW, IW+, EW*, O/G*
	HEAVY COMMERCIAL			•	
EXTERIOR	RESIDENTIAL / COMMERCIAL			•	ID, IW, IW+, EW*, O/G*

^{*} These recommendations are not defined by ANSI/ISO standards.

DCOF Classifications per ANSI A326.3: (ID): Interior, Dry (IW): Interior, Wet (IW+): Interior, Wet Plus (EW): Exterior, Wet (O/G): Oils/Greases

^{*} Factors other than the noted DCOF result must also be taken into consideration. Such factors include, but are not limited to, expected contaminants, drainage, surface texture, effect of structure on the DCOF measurement, number of grout joints, traction-enhancing features, and intended use in addition to the other criteria noted in standard ANSI A326.3