

# Colors









Brown 6"x40"

Honey 6"x40"

Musk 6"x40"

Red 6"x40"

Size	Thickness	BROWN	HONEY	MUSK	RED
6x40	3/8"	NSALBRO6X40	NSALHON6X40	NSALMUS6X40	NSALRED6X40

APPLICATIONS	Flooring	Counters	Wall	PEI Rating	Variation	COF	Freeze/Thaw	Breaking Strength	Water Absorption	Hardness	Chemical Resistance
RESIDENTIAL	<b>@</b>	<b>.</b>	<b>@</b>	IV	V3	DCOF -> 0.42 Wet	Resistant	>275 lbs	< 0.5%	7	Resistant
LIGHT COMMERCIAL	<b>@</b>	•	<b>@</b>								
HEAVY COMMERCIAL		•	<b>@</b>								

Like treasured family heirlooms, we are naturally drawn to the patina of antique wood floors found in farmhouses and country manors. Made with state-of-the-art digital glazing techniques, our Salvage collection authentically reproduces the grain, texture and color of reclaimed wood. The 6"x40" non-rectified porcelain tiles mirror the length of traditional wood planks, providing countless installation options. Choose from four natural hues, complemented with a matte finish.

## Technical Information

Primary Colors: Brown, Honey, Musk, Red

Material Type: Glazed Porcelain

Country of Origin: Italy

Finish: Matte finish with texture

#### Installation

1/8" Grout Size is recommended on all tile installation. When installing rectangular tiles a less than 33% staggered brick lay is strongly recommended.

#### Disclaimer:

Variation in shade is an inherent attribute of porcelain tile.

To ensure customer satisfaction: Make sure to look over all tiles before installing. Please select tile from same lot: same size, and numerical shade. Intersperse tiles throughout your job from different boxes. Rotate the tiles so there won't be repetitive patterns. \*No claims accepted after tile installation.

### Features At A Glance

- Mid level price from Italy
- Glazed Porcelain
- Realistic reclaimed wood planks
- 6x40 non-rectified ink-jet wood plank

Large format tiles: It is mandatory that the mortar coverage on the floor surface and tile be greater than 95% coverage to be fully supported. Voids due to insufficient coverage will result in cracking and tile displacement.



