Basaltine 12x24 Color Body Porcelain











2x2 Mosaic

04BASWHI1224

04BASSAN1224

04BASLIG1224







04BASNUT1224



Tile: 12x24 - 24x24 - 24x48

Mosaic: 2x2

Trim: 3x12 Bullnose - 6x12 Cove Base

For more information and images:

Basaltine Color Body Porcelain













Technical Characteristics

Specs	Test Method	Industry Standard	Test Result		
Water Absorption	ASTM C373	≤ 0.5%	≤ 0.4%		
Surface Wear Resistance	ANSI A137.1	Surface wear resistance properties of glazed vitreous and porcelain tile.	All Commercial / Residential		
Chemical Resistance	ASTM C650	No tile sample shows visible defects after continuous contact with a variety of chemicals for 24 hours.	Not A	ffected	
DCOF (Wet)	ANSI A326.3	≥ 0.42	≥ 0.42		
Stain Resistance	ASTM C1378	Surfaces are exposed to staining agents for 24 hours followed by four cleaning procedures.	Not A	ffected	
Breaking Strength	ASTM C648	≥ 250 lbf	≥ 300 lbf (8 mm); ≥ 400 lbf (10 mm)		
Freeze Resistance	ASTM C1026	No tile sample shows visible defects after repeated processes of freezing and thawing.	Resistant		
Warpage Edge	ASTM C485	± 0.40% or ± 0.05 in (± 1.8 mm)	± 0.40%	Rectified	
			± 0.50%	Calibrated	
Warpage Diagonal	ASTM C485	± 0.40% or ± 0.07 in (± 1.8 mm)	± 0.40%	Rectified	
			± 0.50%	Calibrated	
Wedging	ASTM C502	± 0.25% or ± 0.03 in (± 0.8 mm)	± 0.25%	Rectified	
		± 0.25 /0 01 ± 0.05 III (± 0.0 IIIIII)	± 0.50%	Calibrated	
Thickness	ASTM C499	Range: ± 0.04 in	≤ 0.04 in		
Recycled Content		As reported		≥ 20% Pre-Consumer	

Nominal Size	Actual Size	Thickness	Finish	Rectified
12" x 24"	11.81" x 23.62"	8 mm	Matte	Yes
24" x 24"	23.62" x 23.62"	8 mm	Matte	Yes
24" x 48"	23.62" x 47.24"	8 mm	Matte	Yes
2" x 2" Mosaic	11.81" x 11.81"	8 mm	Matte	-
3" x 12" Bullnose	2.95" x 11.81"	8 mm	Matte	-
6" x 12" Cove Base *	5.91" x 11.81"	7 mm	Matte	-

^{*} This item is made to order. Please check with a sales representative for current lead times.

Installation Note: The TCNA recommends rectangular shape tile be installed with maximum of 33% offset in order to resolve any possible lippage from one tile to the next.

