

Breccia

12x24 Color Body Porcelain



04BREWHI1224 (matte)
04BREWHI1224P (polished)



04BRESIL1224 (matte)
04BRESIL1224P (polished)



04BRENOI1224 (matte)
04BRENOI1224P (polished)



2x2 Mosaic

Tile: 3x12 - 12x24

Mosaic: 2x2

Trim: 3x12 Bullnose - 6x12 Cove Base

Not all colors available in all sizes or finishes

For more information
and images:



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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 Affected	
DCOF (Wet)	ANSI A326.3	≥ 0.42	≥ 0.42 (Matte)	
Stain Resistance	ASTM C1378	Surfaces are exposed to staining agents for 24 hours followed by four cleaning procedures.	Not Affected	
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
			± 0.50%	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
3" x 12"	2.95" x 11.81"	8 mm	Polished	Yes
12" x 24"	11.81" x 23.62"	8 mm	Matte or Polished	Yes
2" x 2" Mosaic	11.81" x 11.81"	8 mm	Matte or Polished	-
3" x 12" Bullnose	2.95" x 11.81"	8 mm	Matte or Polished	-
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.