

**Split face:** Produced by sawing top and bottom beds to a desired height, then splitting the slab with a hydraulic press.

\*Refer to sheets 4, 8-11 for further information

**Dressed Split face:** A splitface product that, after using a hydraulic press to create a natural break, is then hand pitched back to horizontal bed depths.

\*Refer to sheet 5 for further information

**Rock face:** Similar look to Splitface but created without a press. The face is hand pitched to the bed depth line, producing a bold and somewhat rounded (pillowed) shape with rough cleft-like textured appearance. Chisel marks are evident.

\*Refer to sheet 6 for further information

**Natural Strata\*:** This finish represents a blocks natural face as quarried. Typically the top face, a slab can vary in thickness up to 5".

\*Contact MKS offices for current limitations

**Sawn:** A smooth texture with marks produced from the saw blade teeth with varying results such as:

Wire Sawn / Gang Sawn: Fine saw marks in a straight line pattern

Block Sawn: Fine saw marks in a criss crossing pattern

\*Refer to sheet 12 for Sawn Ashlar products

**24 Grit Sawn:** A smooth texture using a 24-grit grinding block. This finish minimizes the saw marks created by the Sawn Finishes above.

**Machine Smooth:** A smooth finish using a 60-grit grinding block producing a dull, non-reflective appearance with fine swirl marks on the face.

**Honed:** A very fine smooth non-reflective finish produced with 120 grit sanding blocks and no visible machine marks.

**Polished\*:** The finest and smoothest finish available produced using incremental sanding blocks until a final wetsand of 3000 grit. This finish has a slightly reflective surface.

\* Not recommended for exterior use.

**Tapestry:** A sandblasted finish to a smooth surface, producing a softer textured look. This finish exposes the natural variations in the stone.

**Bush Hammer:** Created by special tooling - a grid of conical points at the end of a large metal slug. With repeated impact of these points, a flat but rough, pockmarked texture is created.

\*\*Contact MKS offices for custom finishes or to match existing conditions

