

# Standards/Defaults For Fabrication/Installation of Stone

#### Corners:

- 1/2" Outside Radius
- 3" Inside Radius
- Note: Less than 1/4" Inside Corner Radius voids manufacturers' warranties and is susceptible to cracking

# **Edges:**

• 1/2" roundover along the bottom edge for all Group 1 Edge profiles, Half-Bullnose and Ogee edges

# **Faucet Drilling:**

- On center in back (12 o'clock position or along divide).
- Widespread faucets are always drilled in a straight line
- 4" hole spreads are measured between hole centers, not fixture edges

#### Sink Cutouts:

- 1/4" overhang on undermount sinks
- Reveals are default for farm sinks and undermount sinks with a large radius on the top edge

#### **Material Thickness:**

- 3CM (approx 1 ¼") for countertops and full-height backsplash (must be requested at 2CM if needed)
- 2CM (approx 3/4") for standard 4" tall backsplash unless material cannot be milled
- Shower thresholds, sills, and wall caps = 3CM
- Shower shelves and niches = 2CM
- Milling quartz thinner than 12mm/1.2CM or ½" thick will void warranty

## Slab Sizes:

- Quartz (can vary, check exact colors for size):
  - o Regular: approx 56"x120"
  - Jumbo: approx 63"x130"
- Granite: There is no standard. These vary based on mining practices, color, mountain, dye-lot, particular shipments, slab characteristics, etc.

## Overhangs:

- 1 ½" on cabinet door face frames (which allows for ¼"-½" overhang past the doors and drawers)
- 3/4"-1" on paneled sides and inset/flush cabinets

## **Warranties**

- Each manufacturer of quartz has its own warranty that can be found on its website
- Natural stone has no warranty
- Premier warranties the installation work for up to a year after initial installation

## **Color Variation**

- Slight tone/pattern variation is allowable from sample to full-size slabs
- There are color variations within the same slab that may be noticeable at seams. Even quartz is 93% natural stone (not a printed picture), so colors/shades can vary throughout the slab, bundle, or dye-lot.