

Installation Specifications

At www.Coronado.com product specifications can be downloaded in CSI format. Coronado gives the customer control over how the stone should be installed.

Choices specific to Carolina Rubble

- Standard Colors:** Aspen, Black Hills, Chablis, Dakota Brown, Grey Quartzite, Sandstone, (Any Standard or Custom Color) _____
- Grout Joint Width:** Standard ½", 1" for European look
- Grout Joint Depth:** Deep Raked, Full Smooth Tooled, Full Brushed
- Grout Joint Color:** Natural Grey, Natural Off-White, (Complementary Color) _____

Special Installation Notes

- Pattern:** Stone should be installed in a horizontal, ashlar pattern, with joints broken up every 6' to 8'. Do **not** install vertically. Blend the stone on the wall from several different boxes to ensure proper color and size variation. **See brochure photos for recommended installation pattern.** Detailed grouting styles can be found in the Installation Section of the binder.

Description: **Carolina Rubble** is a combination of square and rectangular stones with a 10% mix of irregular stones that work well together to form a unique pattern. The two popular attributes of Carolina Rubble are its distinctive sandstone texture and angled transition stones.

Sizes: Stone sizes range from 2" to 10" in height and 4" to 16" in length.

Thickness: 1¼" to 2¼"

Packaging: Available in big boxes (100 square feet) or Dura-Paks (15 square feet). **Square-foot coverage for Carolina Rubble is based on an installation with ½" mortar joints at the back of the stone.**

Sealing: Not required. However, if installed on an exterior exposed to excessive water from runoff or improper drainage, we suggest the product be sealed in that particular area to protect it from staining or spalling during freeze-thaw cycles.

Accessories: Corners, Matching Pavers, Wall Caps, Post Caps and more. (See Accessories section of binder)

Joints: ½" Deep Raked



Carolina Rubble

Color: Grey Quartzite

Joints: ½" Full Brushed



Carolina Rubble

Color: Dakota Brown