

KODIAK

Product Information & Data Sheet

Kodiak natural stone veneer is a high-density sandstone in the castle rock style. The thin stone veneer gets its range of dark earth tones from the natural mineral staining on the outside of the sheets of stone. The individual pieces of stone or "plates" are cut with a hydraulic press into rectangles creating the castle rock style. Stone cut in this way is called square-rectangular or square-rec for short. Breaking the slabs of stone with a hydraulic press creates clean-cut edges while still retaining a natural look. Kodiak is a high-density sandstone approved for all applications due to its strength and low water absorption.

Flats Dimensions

Heights: 2" - 12"
Lengths: 4" - 18"
Depths: ¾" - 1-½"
Weight: 13 - 15 lb. per square foot

Corner Dimensions

Heights: 2" - 8"
Lengths: 3"-5" x 8"-12"
Depths: ¾" - 1-½"
Weight: 20 lb. per linear foot
Angle: 90

Stone Characteristics

Colors: Earthy Browns
Style: Castle Rock
Finish: Natural

Packaging

Sold as loose pieces.
Flat Pallet: 150 square feet
Corner Pallet: 50 linear feet

Applications

This natural stone veneer is approved for all applications due to its high compressive strength and low water absorption. It is well suited for exterior applications with a harsh climate.

<https://quarrymill.com/shop/kodiak/>

Natural stone varies in color, shape and veining from piece to piece. Photos used are meant to be as accurate as possible in depicting the product. Photos of stone are meant to give a general idea but should not be used for exact color matching.



LEED® Certification & Energy Efficiency

Using natural stone veneer can contribute to obtaining credits toward your LEED green building certification. The natural material helps improve the energy efficiency of your home or business.

Installation

Natural thin stone veneer installation information is available on our website:

URL

<https://quarrymill.com/support>

We have resources to help with everything from mortar joint selection to a full PDF install guide.