MIROMAR

Product Information & Data Sheet

Miromar is a blend of split face style natural thin stone veneers from two of our quarries. One quarry produces the soft brown and tan tone pieces, whereas, the other quarry produces the pieces with shades of grey. The difference in the color variation within the same stone formation is spectacular as the quarries are only 50 miles apart. Miromar is a 100% split face or machine-cut product; it showcases only the interior part of the natural stone. This stone is naturally a low height ledgestone. Each piece has a natural top and bottom as Miromar is cut from natural sheets of stone with thicknesses of 2"-5".



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.

Flats Dimensions

Heights: 1" - 5" Lengths: 4" - 12" Depths: ¾" - 1-½" Weight: 13 - 15 lb. per square foot

Stone Characteristics

Colors: Gold Tones, Grey Tones Style: Ledgestone Finish: Natural

Corner Dimensions

 Heights:
 1" - 5"

 Lengths:
 3"-5" x 6"-12"

 Depths:
 ¾" - 1-½"

 Weight:
 20 lb. per linear foot

 Angle:
 90

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/miromar/

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.