

Inclusion or blemish < 3mm are allowed.

More than one bubble or inclusion > 3mm is allowed only if it occurs more than one metre away from another bubble or inclusion.

Optical blemishes NOT visible from 2m back are allowed.

Critical Zone

Scars each 25mm or less and 500mm apart are allowed.

Scratches and sleeks NOT visible from 2m during surface checks are acceptable (max. 10mm).

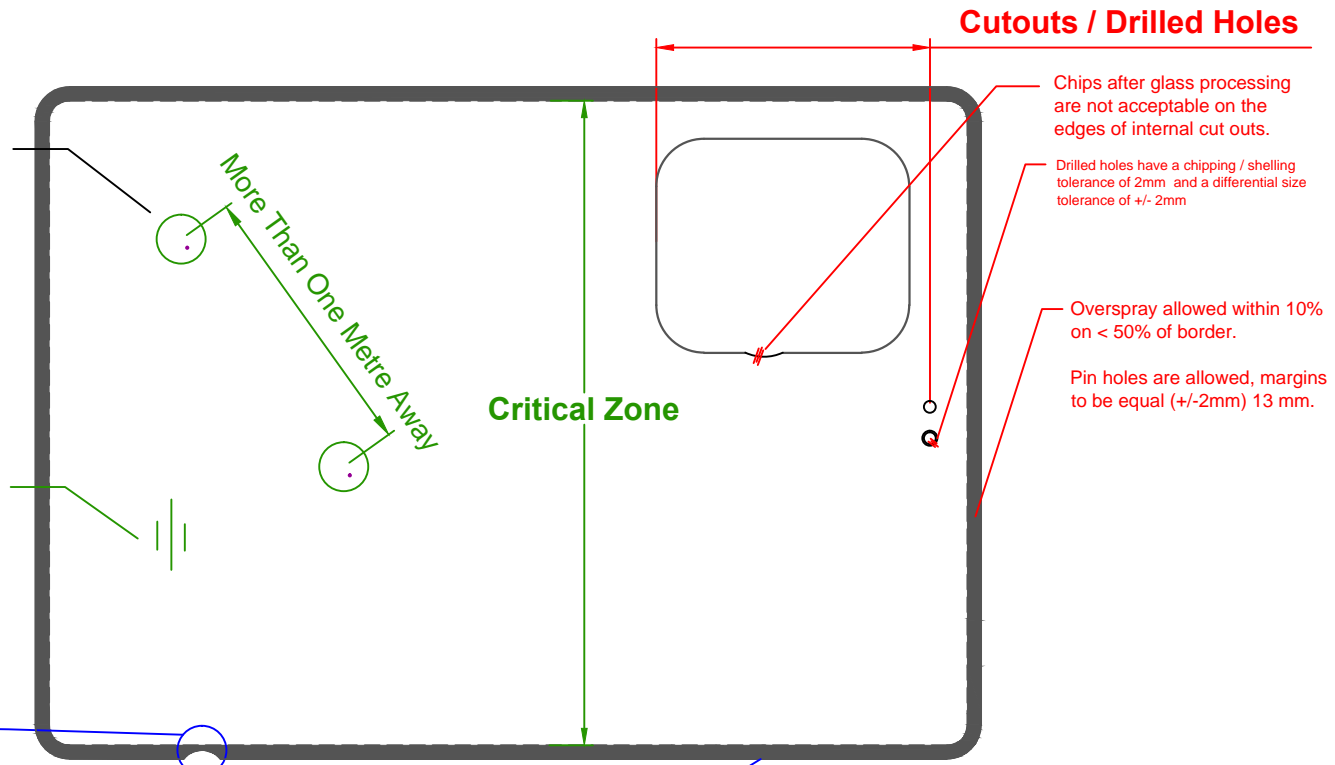
Roller wave and overall bow can be accommodated by the frame (if possible)

Edge Zone

Chips after glass processing are not acceptable.

Unprocessed (Arrised) edges are allowed to have small, sharp chips if the frame allows.

Overall size of the glass must stay within a set tolerance. Glass under 2m has a size differential tolerance of +/-2mm, while glass over 3m long can vary by +/-3mm

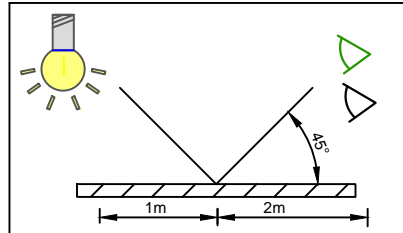


Definitions

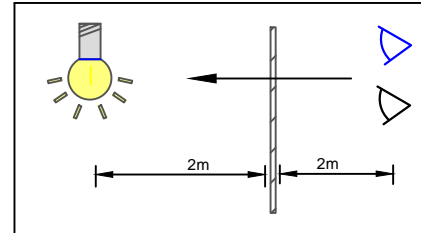
- Critical Zone: The area not covered in a printed/painted frit.
- Scratch: A long narrow surface flaw produced by a hard object which leaves a perceptible depression.
- Sleek: A fine scratch with no perceptible depression.
- Bubble: Small holes partially or wholly enclosed by glass containing air.
- Distortion: Optical blemish caused by pooling or dishing.
- Inclusion: Insoluble matter retained within or on the surface of the glass during manufacture.
- Scar: A scratch which is obtusely visible, normally white colour.
- Chip: A mark in the surface where a piece of glass has been removed by impact.

Viewing Criteria

Surface Quality Checks



Optical Quality Checks



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Title : Guide To Processed EN12150 Glass	
Drawing Type : Internal	Location : Y:\Technical\Instructions\Guide to Processed Glass

Tolerance : +/- 2 mm
Scale : Do Not Scale

All previous versions of this drawing should be destroyed, contact drawing office if in doubt.

Issue	Date	Drwn	Chkd	Modification Details
1	22.02.16	E.M		Original
2	04.03.16	L.A		Updated using notes from AAC
3	25.04.16	E.M		Updated using notes from AAC
4				
5				
6				