

**SPECIFICATION SHEET # 6027, NATUREAGED OAK T&G FLOORING  
May 13th, 2011**

**1. Species**

Oak (White Oak and Red Oak mixed)

**2. Source**

NatureAged Oak is new material which Trestlewood has purchased to construct "coverboards"--panels of lumber which keep sun, rain and snow off of finished lumber bundles. Some of the constructed coverboards are used by Trestlewood as coverboards. Others are allowed to weather to achieve the rustic character that our customers seek.

**3. Knots**

Unlimited. Some knots are loose, broken or fallen out.

**4. Nail/Bolt Holes**

Nail holes every 3 to 4 feet.

**5. Checking/Cracks**

Surface checking is allowed; some cracking is allowed as long as board is sound.

**6. Grain Pattern**

Primarily Flat Sawn

**7. Standard Dimensions**

a) Thickness (net): 3/4"; b) Width: Random, primarily 3" to 7"; most common widths are 4" and 5"; small amounts of wider boards (8 to 9" and 10"+) are sometimes available; and c) Length: 2 to 8' with no more than 10% of total footage shorter than 4'

**8. Textures Available**

Smooth and Skip-planed.

**9. Skip-Planed Texture**

Skip-Planed Texture is achieved by using the texture of weathered timbers or lumber and lightly planing that as-is face. The look of the skip-planed material will vary substantially from piece to piece. Some of the characteristics that will vary substantially from piece to piece are: original weathering (brown/gray, deeply checked/relatively smooth); original texture (circlesawn/bandsawn/weathered smooth); species (red/white oak); and color (light tan/pinkish/brown/gray/etc.) Some pieces (roughly 50% of the square footage) may "clean up" entirely and have no skipping.

Because the finish face of Skip-Planed flooring is not entirely milled, there will often be a slight "lip" along the seams where two floor boards come together upon installation. Attention to slight differences from piece to piece may minimize the impact of these differences, but will not eliminate it as an issue entirely.

**10. Other**

Characteristics apply to the material's best face