



Date: 15.06.2022	A	
Main profiles	Interior cladding and flooring	
Slash (spike, splay) knots	Not permitted.	
Sound (incl. black) knots	Max. 1/5 of the board width.	
Unsound rotten knots	Not permitted on the visible side.	
Bark-ringed knots	On the visible side permitted few closed and with max size 1/10 of the board width. Less than 10 mm not considered.	
Loose knots or knotholes	Not permitted on the visible side. Permitted on the edge provided no visible through hole shall remain after joining the tongue and groove, max width 1/10 of the board width.	
Max. permitted knots per meter	No restrictions.	
Checks	Checks and through fissures are not permitted.	
End splits	Max. permitted length $\frac{1}{2}$ of the board width, max. 10% of the volume, also through shakes.	
Ring shakes	Not permitted.	
Wane and mechanical damages	Not permitted.	
Resin pockets	Max. length: 25 mm or max. total length sum 100 mm, max. width not over 1 mm. Less than 10 mm not considered.	
Bark pocket, scar	Not permitted.	
Compression wood	Compression wood max. 20% of the volume.	
Fungus infection	Not permitted.	
Insect damage	Not permitted.	
Moisture content	$16 \pm 2\%$. Special dry flooring $10 \pm 2\%$.	
Surface quality	Hit & miss surface on the visible side not permitted.	
Tolerance	Length: \pm 10 mm, end matched boards \pm 50 mm Thickness: \pm 0,5 mm Width: \pm 0,5 mm	
	All the conditions are valid unless agreed otherwise. Max 5% deviation in quality grading allowed from total volume.	

Twist	
Twist	4 mm per worst 2 m, provided usage of the material is not restricted.
Bow	10 mm per worst 2 m, provided usage of the material is not restricted.
Edge bow (crook)	3 mm per worst 2 m, provided usage of the material is not restricted.
Wane	Not permitted.
Knots	See the previous page.
Discoloration (rot, fungus, blue stain)	Rot, blue stain and fungus not permitted.
Checks and end shakes	Checks and through fissures are not permitted. Max. permitted length of the end shakes ½ of the board width, max. 10% of the volume, also through shakes.